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KONAMI

METAL GEAR SOLID®
PORTABLE OPS

COVERS PSP® HANDHELD ENTERTAINMENT SYSTEM

BASED ON A GAME RATED BY THE ESRB MATURE 17+ M

Written by Tim Bogenn

METAL GEAR SOLID®
PORTABLE OPS

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PORTABLE OPS BASIC TRAINING

Introduction

Metal Gear: Portable Ops takes place in 1970, which is six years after the events of *Metal Gear Solid 3: Snake Eater* and many years before the original *Metal Gear*, which is set in 1995. FOX rebels have taken over a Russian military base in a place known as The Peninsula of the Dead in South America. A new prototype weapon based on the Shagohod blueprints is being constructed in this region. Naked Snake, better known as Big Boss, is incarcerated and believed to be involved in the rebellion. Snake must break out of prison, assemble the FOXHOUND unit, recruit rebels to their side, put a stop to the rogue FOX unit's nuclear-capable Metal Gear intended to bring the fall of the Soviet Union...and prove his innocence.

Control

CONTROLS

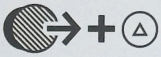
There are various control configurations available within the game options. The following list is the default controls. Some actions, like Crouching and Stalking, can be adjusted to allow you to continue the move without holding a button the entire time. Be sure to investigate the Options menu.

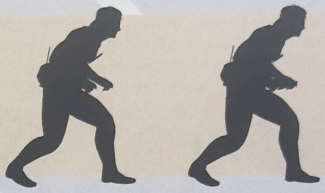
BUTTON	COMMAND
Directional Buttons	Camera control.
L Button	Lock-on. The camera moves behind you with weapon raised or holstered.
R Button	Hold to switch to first-person view with or without your weapon drawn.
Analog Stick	Movement.
Select	Radio.
Start	Pause Menu.
●	Action. Press while moving to stalk or to backup against a surface.
●	Equip/unequip weapons or items. Hold for inventory menu.
●	Attack. Shoot (if holding a weapon) or Fight (if not holding a weapon).
✕	Press once to crouch, once more to stand. Press while running to jump and roll. Tilt Analog Stick forward while crouched to lie down.

MOVEMENT

Running, Walking & Stalking

Move the Analog Stick to walk slowly or to run—which one you do depends on how far you press the stick. Press and hold ● while moving to Stalk. Stalking makes less noise than running and walking, and it allows you to sneak up behind the enemy. Walking consumes stamina more quickly than running. Stalking consumes more stamina than walking and running, so use this only when necessary—just before a sneak attack or when trying to sneak past an enemy.





Dive-Rolling

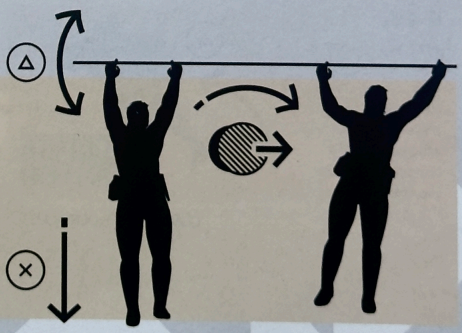
Press ✕ while running to perform a diving forward roll. This is used to jump over gaps or into buildings through low windows. You can also use this move to avoid attacks or dive behind cover. You can knock over enemies by rolling into them. Continue to press ✕ through the dive to land in a crawling position.

Crouch & Crawl

While standing still, press ✕ to crouch down. To lie on your belly and crawl, press the Analog Stick while in a crouched position. Crouching is good to steady your hand while sharp-shooting or to hide behind low cover. Crawling makes no noise at all and consumes more stamina than walking and running. Press ✕ to stand up to a crouch and then again to stand up straight.

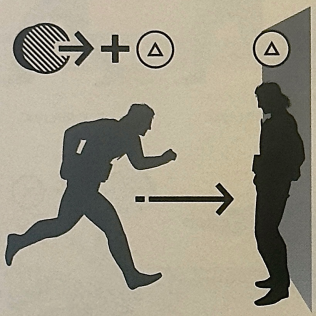
Hanging, Shimmying & the Drop-Catch

Press ● while facing railings or edges of buildings or cliffs to jump over or drop and hang from them. Pressing ● again pulves you back up to the surface above. Pressing ✕ allows you to let go of the rail or edge and drop to whatever lies below. Sometimes, depending on their position, you can use this to elude enemies. Pressing left or right on the Analog Stick allows you to Shimmy to the left or right, respectively. If an edge or rail is located below you, press ✕ to drop from your hanging position, and then quickly press ● to latch onto the rail below. This is called the "Drop-Catch." Hanging from edges and rails uses a little more stamina than Stalking.



Flatten Against Walls

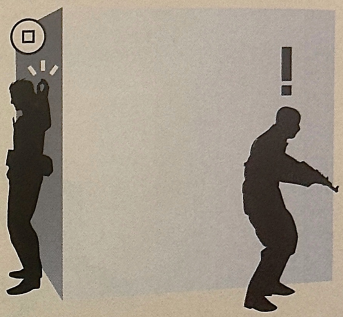
Press ● while moving toward a wall or most any flat surface. You remain flattened with your back against the wall as long as you hold ●. This allows you to hide better from enemies walking past, and it allows you to sneak a peek around the corner. To peek around the corner, continue holding ● and move toward the corner's edge until Snake peeks around. Enemies will see you if you peek around a corner while you're within their field of vision.



PRESSING AGAINST SURFACES

Knocking

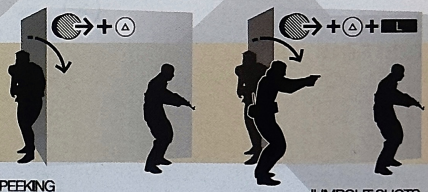
While you are pressed up against a surface, continue holding ● and then press ● to knock, attracting the attention of enemies within earshot. The enemy moves to investigate the area where the noise originated.



MAKING NOISE

Emerging Attack

With a weapon selected, while your back is up against a wall, and you're peeking around a corner, press the L Button to pivot out prepared to fire. Release the L Button to pivot back behind cover with your back to the wall.



PEEKING

JUMPOUT SHOTS

Climbing

When you reach an obstacle that's waist-high or lower, whether it's an object or terrain, press ● while pushing into the obstacle to climb up or clamber over the object.

CLIMBING OVER OBSTACLES

Ascending & Descending Ladders

Press ● while walking into a ladder to climb up. For a ladder below your position, for example climbing down from a rooftop, face the ladder and then press ● to climb down. This also applies to opening and descending through a floor hatch.

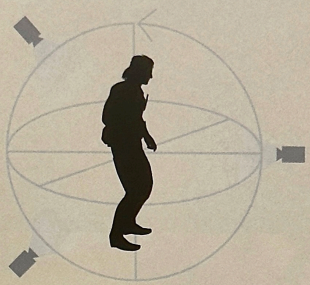
Using Lockers

Stand facing a locker and press ● to open it. Move into the locker, and Snake automatically closes the door, shutting himself inside the locker. You cannot shoot or use items while you're in a locker; however, you can knock. Enemies that see you enter a locker will open the door and attack you. Otherwise, entering a locker allows you to hide from enemies.

CAMERA CONTROLS

3D Camera

Use the direction buttons to move the camera position up, down, left, or right.



Chase Camera

Press and hold ● while you're moving, and the camera follows closely, allowing you to see beyond the next corner more easily. If you are holding a weapon, then you assume auto-targeting mode and the camera continues to follow closely behind you. When you press against a wall, the camera flips around and faces you. When you peek around the corner, the camera moves to allow you to see what lies beyond the corner.

First-Person View

Press and hold the R Button to switch to the character's point of view. Include the L Button while you're brandishing a weapon, and you enter first-person aiming, allowing you to more precisely aim your weapon.

Intrude Camera

When you enter a crawlspace, the camera automatically follows you and then switches to first-person view.

FIGHTING

Weapon Attacks

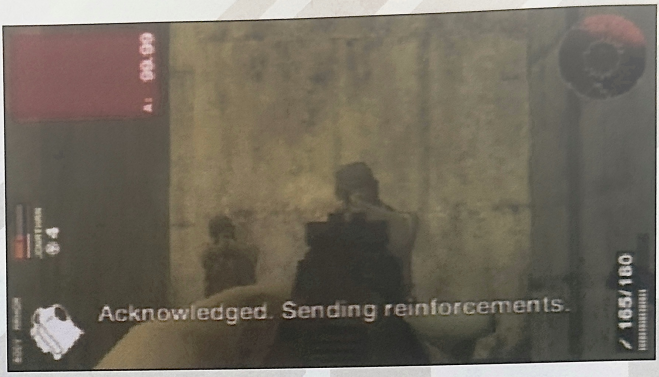
RELOAD

Your character automatically reloads his weapon when you attempt to fire after you've shot the last loaded round. It's good practice to reload after you fire a few rounds so you aren't caught reloading during an intense firefight. Do this by tapping ● while holding the L Button (auto-targeting), or while holding the R Button (first-person aiming).

LOCK-ON (AUTO-TARGETING)

Press and hold the L Button while holding a weapon to lock onto an enemy in front of you. Press ● to fire the weapon at the target. Shot success depends on your skill with the weapon. Shot accuracy using lock-on can be inferior to attacking in first-person view, but again, this depends on your skill.

FIRST-PERSON VIEW
While you're holding a weapon, press and hold the R Button to enter first-person view. Press ● to attack with the weapon. Use the directional buttons to strafe from side to side within first-person view. You can also stand up and crouch in first-person view.



AIM & SCOPE ATTACKS
In first-person view (holding the R Button), hold the L Button to enter aim mode. This lends itself to more precise aiming. You must continue holding both the L and R Buttons to maintain this view. Entering first-person aim while you're using a scoped weapon initiates scope mode. This includes binoculars and night vision equipment. You can further adjust the zoom of most scoped equipment by pressing ●.

WEAPON STRIKES
Using the weapon you're carrying as a club to strike a foe produces a stronger melee attack than a barehanded strike. With your weapon equipped, press ● while you face an enemy. It usually takes only one hit to knock the enemy to the ground.

Punch/Kick Combos

With or without a weapon in your hand, press ● perform a melee attack. If Snake is either empty-handed or carries only a pistol, press ● repeatedly to perform a punch-punch-kick combo. Use this attack to knock enemies off their feet.

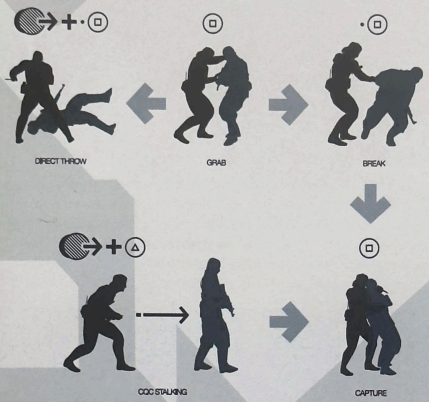
The three-hit combo knocks down an enemy. You must knock down a guard several times before he falls unconscious. You can extend your attack combo by performing two punches, pausing for a brief instant, then performing two more punches, pausing, and so on, until you finally deliver the kick. By extending the combo, you increase the likelihood of knocking a guard unconscious more quickly.

CQC (CLOSE QUARTERS COMBAT)

CQC involves grabbing an enemy while you are either unarmed or armed with a knife or a CQC-capable handgun. You must first master sneaking up on enemies and quietly grabbing them without triggering an alert.

The Sneak & Grab

Press and hold ● to sneak up behind the enemy, and then press *and hold* ● when you're about a step away from your victim to grab him around the neck. If you bump into the enemy before you grab him, he will turn around and assume a state of alert. Some enemies can reverse the grab, so be quick to follow up with a CQC move in such cases. You can grab someone from behind even during a fight; maneuver behind your opponent to do this. You can also grab enemies from the front, but these grabs are often pushed off if you don't follow up with a throw. Once you have the enemy restrained, a host of CQC moves becomes available…



Stagger

After you grab an enemy from the front or back, press ● again to push the enemy aside. This causes a momentary stagger. During the stagger, you can reposition your self behind the enemy and try to grab him from behind to perform a host of CQC moves.

Restrain

Get behind a staggered or unsuspecting enemy and press ● to restrain or grab him.

Throw Down

After you grab an enemy, press ● while simultaneously pressing the Analog Stick in any direction to throw the enemy to the side. This is especially useful when you grab an enemy from the front, because you cannot use incapacitating CQC moves after a frontal grab.

Choke

After a grab, press ● repeatedly to choke the enemy until he loses consciousness.

Drag

After restraining the enemy, you can drag him by simply moving while holding the enemy (continue to hold ●).

Human Shield

When you're equipped with a handgun and after you restrain an enemy, press the R Button to use the restrained enemy as a human shield. Face the unrestrained enemies that are firing at you to get the most out of your new shield. Press ● again to use a handgun to attack the other enemies. Surrounding guards try to attack with knives, which can free the restrained enemy from your grasp.

Interrogate

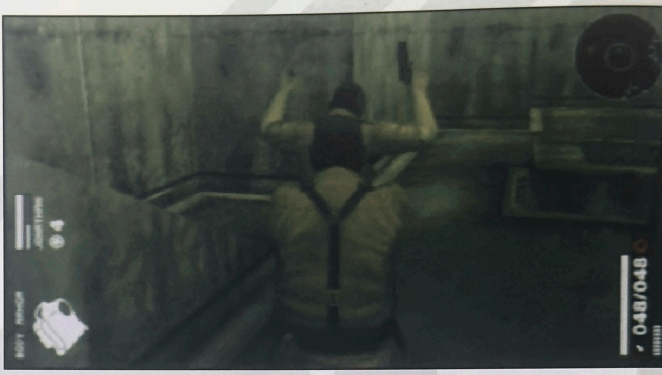
With an enemy restrained, press the L Button to interrogate him. Your character raises a knife over the enemy's throat to threaten him. The success of some missions depends on interrogations. It's wise to choke enemies after an interrogation so they don't get away and attack or raise alerts.

Drag Down

With no weapon equipped, press ● while you're moving to drag your restrained enemy to the ground.

Freeze

After restraining and releasing, throwing, or dragging the enemy to the ground, you can quickly aim a gun at the enemy (using the L Button) to force him to freeze. This does not work unless you first restrain the enemy. You can then "hold-up" a frozen enemy.



Hold-Up

Once an enemy is "frozen" (see the preceding description), continue holding the L Button to keep him frozen. If you're behind the enemy, you can move around his front. Facing the enemy with your gun pointed at him, you can enter first-person view (R Button) and point the weapon at the enemy's face. This frightens the enemy, forcing him to drop items. Avoid running into the enemy as you move, or he will become unfrozen.

Waking Unconscious Enemies

If you wish to interrogate or hold-up an unconscious enemy, stand beside the body in a position that does not allow you to pick it up, and use the punch-kick combo. The kick strikes the prone body. Do this multiple times, and the soldier will regain consciousness. Be ready to stand behind the waking soldier to restrain him.

Dragging

Without a weapon equipped, stand over an unconscious enemy and hold ● to pick up the body. You can then move the body anywhere you desire. If you drop the body, an item often drops. Most enemies carry two items that you can recover by picking up and dropping the body twice.

THE HUD (HEAD-UP DISPLAY)

1: EQUIPPED ITEM

If you are wearing Body Armor or carrying an item, such as a mine detector or binoculars, an icon for that item appears in the lower-left corner of the screen. These items can be quickly stored and equipped by tapping ◉. One weapon and one item can be selected at a time.

2: TEAM SIZE

The star icon with the number beside it indicates the number of members on your team. This number decreases if team members get killed.

3: LIFE & STAMINA

The bar on the left indicates your life status, and the bar on the left illustrates your stamina.

LIFE

The life bar empties as you suffer damage from attacks. Your character becomes incapacitated if the life bar is completely exhausted. Use Medical Kits heal the character, or allow days to pass within the Briefing menu.

STAMINA

Stamina decreases as you move around, when you take damage from attacks, or you get tranquilized. Certain types of types decrease stamina faster than others. If your character's stamina reaches zero, he or she loses consciousness and you must select another character. You can replenish stamina by using Rations or allowing days to pass within the Briefing menu.

4: NAME

Displays the name of the currently selected character. This entire group of displays **(2, 3, 4)** moves to the lower-left corner **(7)** when it is not occupied by an equippable item.

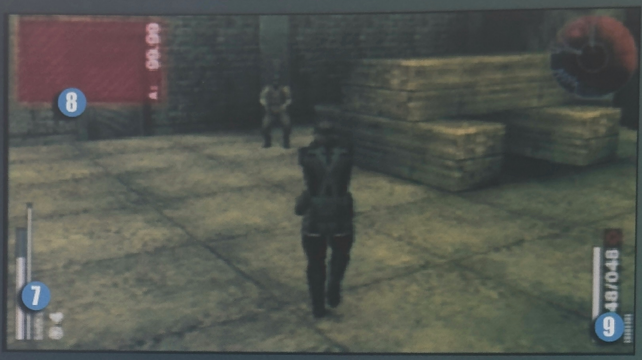
5: CHAMELEON

The Chameleon icon appears when you are using a character that is disguised. This allows your character to move amongst similarly dressed enemies without detection as long as you don't do anything suspicious. When this icon appears, you can walk with the enemies. When it is not on the screen, enemies can identify you; be careful to preserve your stealth.

6: SURROUND INDICATOR

This radar provides a visual depiction of sound emitted both by enemies and your character. Approaching enemies appear as colors on the indicator. A red cloud means the enemy is nearby; a blue cloud means the enemy is further away. You can use the direction from which the cloud originates to deduce the enemy's general location. The letter "N" indicates north. The radar turns on axis as you move, so north does not always appear at the top of the radar display.

Noises produced by your character originate in the center of the display. When a cloud produced by the noise you make overlaps that of an enemy, you run the risk of being heard and, consequently, located.



7: TEAM, LIFE, STAMINA & NAME

Team strength (number of team members), life, stamina, and character name appear here when an equippable item does not occupy this part of the screen.

8: ALERT

When an alert is sounded, the color (alert level) is displayed in the screen's top-left corner.

9: EQUIPPED WEAPON

Displays the currently equipped weapon. The number of bullets in your weapon and its total round capacity are always displayed when you have a weapon equipped. This helps you determine when it's time to reload.

ALERT LEVELS

When you trigger an alert, try to hide and wait for the alert level to drop and eventually subside. If guards cannot find you, then the alert passes through several phases before things calm down, enemies return to their posts, and reinforcement troops clear the map. As long as you don't do anything to further arouse guards' suspicions, each alert level lasts for 99.99 seconds. Signs of movement, noise, or the discovery of dead or unconscious enemies resets the alert level to 99.99 seconds. There are three alert phases: A (Alert Phase), E (Evasion Phase), and C (Caution Phase).

A: ALERT PHASE

An Alert phase is a "red alert," triggered when a guard spots you or sees an explosion you've triggered. Other guards in the area respond to the initial guard's signal. Guards equipped with radios attempt to summon attack teams. You can cancel an Alert phase immediately if you quickly kill or neutralize the guard who spots you. Otherwise, knock down or kill enemies and escape the area to find a good hiding space (usually a crawlspace or locker). The Alert timer counts down to the Evasion phase…

E: EVASION PHASE

An Evasion phase occurs when the Alert phase timer reaches zero. Enemies have lost sight of you but they continue to actively search the area. Guards may search areas off their normal patrol routes. Guards actively search inside lockers, crawlspaces, and under furniture and vehicles. They are suspicious of cardboard boxes that seem out of place. When the Evasion timer reaches zero, the alert reaches the Caution phase…

C: CAUTION PHASE

A Caution phase is triggered when the Evasion phase timer reaches zero or when a guard hears an explosion or gunshot but does not see where the sound originates. Enemies patrol their routes more quickly, and they are more alert. You cannot move through the level with chameleon abilities during any type of alert phase. When the Caution timer reaches zero, everything returns to normal.

INFILTRATION & CAPTURE

You knock out enemies by choking, tranquilizing, or beating them unconscious. You can drag unconscious foes to your truck and throw them into the back for recruitment. Dead enemies cannot be recruited. Eventually, you'll be able to drag enemies to comrades hiding in cardboard boxes, a good idea when the truck is far away.

The best way to capture and recruit is to start with enemies closest to the truck and then slowly expand outward to avoid detection while you drag your victims to the truck. Removing enemies from the map is a great way to navigate an area with impunity, without the fear of getting spotted. Eventually, you can move through an entire map with all enemies in the truck. However, in some levels, if you reach an alert phase, replacement guards occupy some of the missing guards' positions.

BRIEFING MENU

You reach the Briefing menu at the start of the game and after you complete each mission. From the Briefing menu, you can select the next stage, manage your team and recruits, read reports, view your status, and recruit via access point scan, GPS scan, or by using a password. You can also enter a match game, save, configure button assignments, and adjust other game options. Lastly, you can advance the clock—time passes only when you're at the Briefing menu. During a mission, the time of day remains where it was when you first selected the mission from the Stage Selection screen.

BRIEFING SCREEN

From the Briefing screen, you can view the date and time in the upper-right corner. Use the directional buttons to move to available locations on the map. Press ◉ to infiltrate the selected area. Press ⊗ to bring up a list of possible menus: Mission, Manage, Report, Status, Recruit, Match, Save, and Wait.

Mission (Main Menu)

Mission allows you to return to the Briefing screen after you enter one of the other menu options. From there, you can select an area to infiltrate. Circled areas represent the current objective's location. Completing the current objective advances the story.

Manage

Use the Management menu to assign jobs to recruits, give spies their assignments, build sneaking teams, and equip them with weapons and supplies.

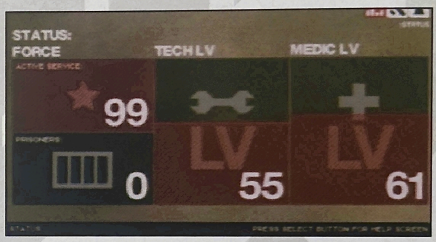
Report

Once your assigned spies begin to acquire information from the field, go to the Report menu. The Briefing screen displays a message when you receive a report. All unread reports appear with an exclamation point. Reports remain on the Report menu even after you read them. Reports provide information about what lies ahead for you in certain missions. Furthermore, they are the second phase in acquiring side-missions (placing spies is the first phase).

Status

The Status menu simply communicates the number of men and women you have in Active Service, the number of prisoners you have, and your Tech Unit's and Medical Unit's status levels. The higher the Tech and Medical Units' levels, the quicker they'll produce items and the more advanced those items will be.

The Status menu also displays Weapon and Items lists. Scroll to these options via the directional pad. Press ● while selecting an item to get its description.

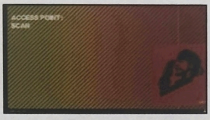


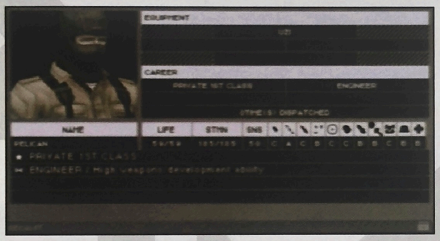
Recruit

This Recruit menu is distinct from the recruiting you carry out during a mission. From this menu, you can attempt to locate recruits via access point scan, GPS scan, or by entering a secret password.

ACCESS POINT SCAN

This is a wireless LAN access point scan. You can recruit new soldiers by looking for indoor or outdoor wireless access points with your PSP. Activate the wireless (WLAN) switch on the bottom left of the PSP. On the Briefing screen, select Recruit. Select AP Scan, and a meter appears. The meter moves from left to right depending on signal strength. When the meter reaches a certain line, you will get a new character. The Status screen for the new soldier appears. If signal strength is insufficient, press ● repeatedly to boost the meter. Press ⊗ to cancel Access Point Scan.





GPS SCAN

With the PSP GPS receiver peripheral connected, select Recruit on the Briefing screen. Select GPS Scan, and a ring-shaped map appears. Red dots appear on the map. Press ● to zoom in our out. Capturing rings appear on the expanded map. If you bring a white circle into the map's inner ring and press ●, you get a new character. To get the white circle into the center ring, move around while holding the PSP. Press ⊗ to cancel GPS Scan.

PASSWORD SCAN

Enter passwords to recruit soldiers. Passwords will be released via various media outlets, so be sure to look out for them. Enter the password using the keyboard menu. The password is displayed on the verification screen. Choose "Verify Password" to confirm the correct password.

Match (Vs. Battles)

Use your well-developed squad to fight against another player's squad. Alternatively, deploy your squad out into the network (cyber-survival).

System

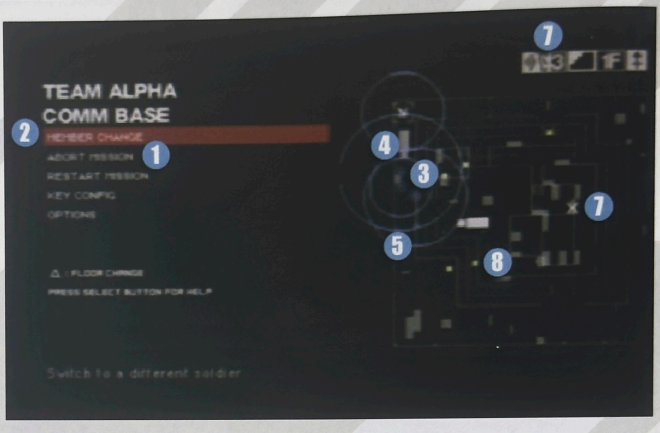
This menu allows you to save your progress, adjust key configurations, or return to the Title screen.

Wait

This option allows you to advance time by half-day increments, which usually means from night to day. The enemy soldiers' security level changes, depending on the presence (or absence) of daylight.

MISSIONS

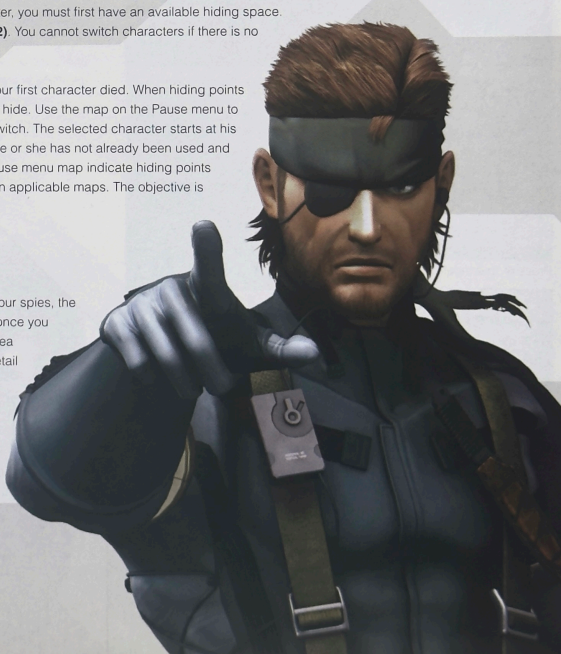
Select a stage from the map on the Briefing menu's Stage Selection screen. Missions are unlocked by normal progression through the game and through spy reports. Missions end once you complete the objective or if you select "Abort Mission" **(1)** from the pause menu.



HIDING & MEMBER CHANGE

If your character dies, the mission is not necessarily over; you may still have up to three other characters that can carry out the mission. To switch to another character, you must first have an available hiding space. Enter the Pause menu and select "Member Change" **(2)**. You cannot switch characters if there is no place to hide. Move to a new location and try again.

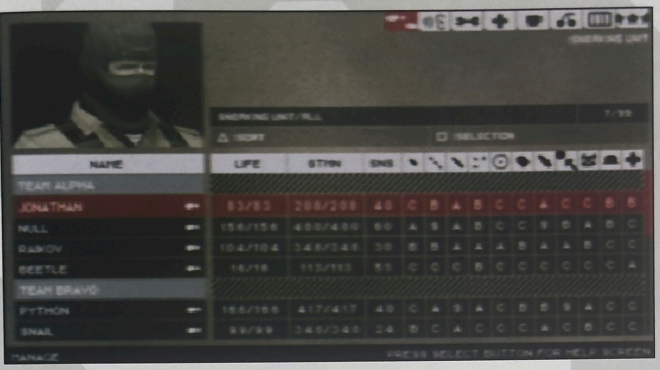
You cannot switch characters during an alert unless your first character died. When hiding points **(3)** are available, there may be more than one place to hide. Use the map on the Pause menu to select the preferred hiding point, and then make the switch. The selected character starts at his or her hiding place, which will be near the truck **(4)** if he or she has not already been used and moved to a different point. Large, blue rings on the Pause menu map indicate hiding points occupied by characters **(5)**. Press ⊙ to switch floors on applicable maps. The objective is usually indicated on the map as a large, white "X" **(6)**.



Spy Map Detail

The higher the SNS (Sense) skills of your spies, the more detail that appears on the map once you infiltrate the area. Place a spy in an area via the Briefing menu. The spy and detail levels are indicated at the top of the Pause menu **(7)**. Spy map detail is expressed in three levels: level one shows outdoor details; level two shows outdoors and indoors; and level three shows the previous two plus item placement. Items appear on the maps as green blips **(8)**.

SQUAD MANAGEMENT



You return to the Briefing menu between missions. This menu allows you to manage your character and new recruits. There's much to do. You must equip your character properly for each new mission, and new recruits must be moved into a variety of available jobs. Each recruit's attributes can help you decide where he or she should be placed. Recruits have a variety of functions. They can infiltrate a stage by being placed on the Sneaking Unit, or they can conduct medical or technical research to develop new weapons, items, and medicines. These recruits are assigned to the Medical and Technical Units.

UNIT FUNCTIONS

Sneaking Unit

This unit contains up to four characters that infiltrate areas you select on the main map. You can assemble four different Sneaking Unit teams, but only one team can infiltrate an area. Select one of the four teams (Alpha, Bravo, Charlie, or Delta) just before you enter a mission. The person at the top of the unit's list is the character that appears when the mission begins. Sometimes, you can't switch characters at the beginning of a mission (perhaps there's a lack of hiding places, for example), so make sure the first character on the list is the one you wish to use first.

Spy Unit

The Spy Unit collects information from the area to which it is assigned via the Manage menu. Up to four people can be deployed to an area. The information that the team gathers depends on the abilities and number of spies you deploy to the area. Try to assign only those soldiers with SNS in the 40s or above. When high skills are hard to find, mix spies that have SNS in the high 30s with those that have SNS in the high 40s. You know they're doing their job when you enter an area and items are displayed on the Pause menu map.

Technical Unit

Up to eight people can be placed in the Technical Unit. Potential technicians should have an A or B on their tech stats. The unit develops items on a regular basis, depending on the unit's combined technical skill level. This skill level is displayed on the Stats option in the Briefing menu. They begin by developing special vision equipment, mine detectors, and, when you need it, a time bomb.

Medical Unit

You can assign up to eight people to the Medical Unit. Recruits with A and B medical stats should be placed in this unit. The better the medical staff, the quicker your life bar recovers and the quicker your comrades return from ICU. Only special characters will be submitted to the ICU. The medical unit also produces healing items and Pentazemine on a regular basis.

Independent

Recruits that have not been assigned a job on the Sneaking, Medical, Spy, or Technical Units remain in the Independent category. When you want to improve your units, this is the best place to look before you pull recruits that are better utilized someplace else.

Rookies

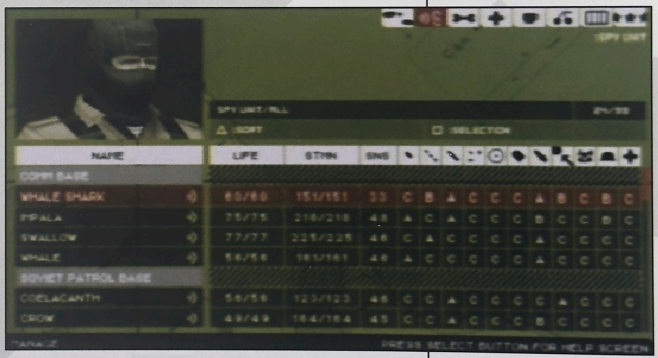
Soldiers that are new to your squad are placed in this category. They are ready to be assigned to a job that best exploits their skills.

Prisoners

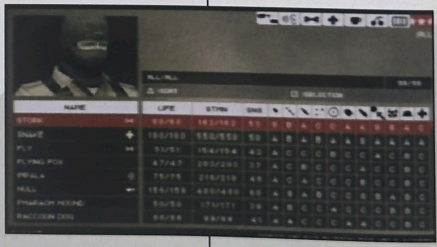
When you capture enemy soldiers during a mission, they are first placed in prison. As time passes, they will be recruited and placed into the Rookie category.

CHARACTER SKILLS

All characters and recruits, as well as all of the categories from the preceding discussion appear in the Briefing screen's Manage menu. Units are divided into tabs: Sneaking, Spy, Technical, Medical, New Recruits, and Prisoners. The final tab, "All," is where you can see everyone on one list. Job assignments appear as symbols next to character names, so you know what each person does before you reassign him or her. Each soldier's skills within a specific field or using a particular weapon are also listed.



So, every character has skills, but some are better than others. Each skill has four levels: C, B, A, and S. The higher a character's skill level, the more effective he or she is using an applicable item. For example, with a particular weapon, one character might be a better, more accurate shot than his comrades.



HANDGUN

Grouping accuracy is increased with higher grade levels; this means that more rounds fired in quick succession will hit their mark.

SUBMACHINE GUN

Grouping accuracy is increased with higher grade levels.

ASSAULT RIFLE

Grouping accuracy is increased with higher grade levels.

SHOTGUN

Grouping accuracy is increased with higher grade levels.

SNIPER RIFLE

Grouping accuracy is increased with higher grade levels. The higher the level, the less hand shaking you'll get from the character.

HEAVY WEAPON

Grouping accuracy is increased with higher grade levels.

CQC

In close-quarters combat, the damage a character inflicts changes with grade level.

GRADE LEVEL	CONDITION
S	Can use all CQC moves.
A	Cannot use "stagger" CQC.
B	Cannot use "grab" CQC.
C	Cannot use any CQC.

THROWING WEAPONS

Throwing accuracy increases with higher grade levels.

TRAPS

Setup speed increases with higher grade levels.

TECHNICAL SKILL

Affects Technical level; recruits with high Technical skill should be placed in the Technical Unit.

MEDICAL SKILL

Affects Medical level; recruits with high Medical skill should be placed in the Medical Unit.

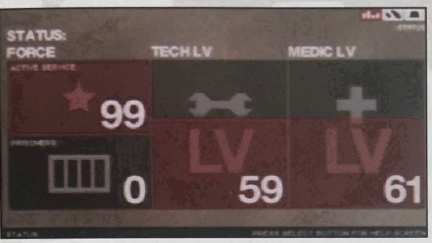
CHARACTER CAREERS

Aside from individual skills, recruits have specific careers. This makes them better than others at particular activities. Knowing what they excel at by recognizing their careers is very helpful for placing recruits in jobs that best utilizes their talents. You can find the character's career by entering his or her Stats menu through the Manage option in the Briefing menu. You can do this on any tab; just select the character and then press ◉ to bring up his or her stat card. This is also how you assign equipment and items to characters before infiltration. A single character can have up to four different careers.

JOB PLACEMENT BY CAREER

CAREER	DETAILS	SUGGESTED UNIT PLACEMENT
Athlete	Runs faster than normal.	Sneaking Unit
Quarterback	Increased throwing distance.	Sneaking Unit
Artist	Impervious to dirty magazines.	Sneaking Unit
Scout	Sneaks faster than normal.	Sneaking Unit
Rescuer	Drags enemies at a faster pace.	Sneaking Unit
Gambler	Nails and receives more headshots.	Sneaking Unit
Deliveryman	Added ability to send items and equipment back to the truck.	Sneaking Unit
Surveyor	Area in which the recruit is deployed becomes more detailed on the map.	Spy Unit
Spy	Lowers enemy health in the area where he or she is deployed.	Spy Unit
Arms Dealer	Increases weapon rate of fire in the area where he or she is deployed.	Spy Unit
Arms Specialist	Increases the max ammo count of all players when placed in the Tech Unit.	Tech Unit
Elite Engineer	Greatly enhances weapons development when placed in the Tech Unit.	Tech Unit
Engineer	Enhances weapons development when placed in the Tech Unit.	Tech Unit
Chemist	Improves development of medical supplies when placed in the Med Unit.	Med Unit
Doctor	Increases rate of life recovery when placed in the Med Unit.	Med Unit
Nutritionist	Increases rate of stamina recovery when placed in the Med Unit.	Med Unit
Politician	Shortens the time needed to convert prisoners into comrades.	Place anywhere.

SQUAD CONDITION



You can reach the Status screen through the Briefing menu. This displays the Squad Condition, weapon inventory list, and the item inventory list. Squad Condition displays the number of prisoners, the number of soldiers in your entire squad, your total technical level, and total medical level.

TECHNICAL LEVEL

STRATEGY FOR TECHNICAL UNIT PLACEMENT

First, place all recruits with "S" or "A" technical skills. When you run out of those, place recruits with "B" technical skills. Next, look for recruits whose careers are in Engineering or Elite Engineering *and* have "B" technical skills. Replace "B-grade" technicians that have non-applicable careers with those boasting engineering careers. This strategy, coupled with the passage of time, will increase your Tech Unit's overall stat level. When you recruit engineers with higher tech levels, continue to replace the recruits in the Tech Unit.

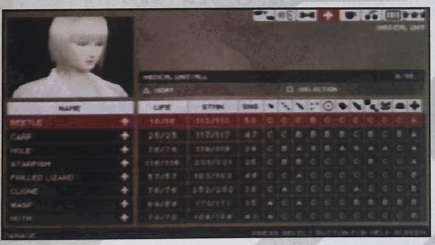
The technical level increases as you fill the Technical Unit slots with skilled technicians. This level increases as time passes and more rapidly if you add new technicians or technicians with better skills. Equipment is developed as your technical level increases. A level cap is set depending on the skills of your current technicians, and any levels beyond the limit are ignored. To continue to increase the level, look for soldiers with high equipment skills and technical backgrounds, and replace technicians with lower skills.

MEDICAL LEVEL

STRATEGY FOR MEDICAL UNIT PLACEMENT

To build your Medical Unit, employ a strategy similar to building your Tech Unit. Look for soldiers with S, A, or B medical skills. Then look for these careers: Chemist, Doctor, and Nutritionist.

The medical level increases as you add to your medical unit. This shortens the recovery time for your soldiers' life and stamina. When you place recruits on the Medical Unit, look for soldiers with proficient medicine skills and medical backgrounds.



WEAPONS ITEMS & MEDICINE

WEAPONS

WEAPON		AMMO TYPE	DETAILS
HANDGUNS			
	MK22	9mm T	Tranquilizer Gun. CQC capable. Suppressor equipped.
	M1911A1	.45ACP	Automatic Army 9mm designed in 1911. It is limited to seven rounds, but boasts excellent stopping power. Good accuracy. CQC capable.
	SAA	.45LC	Revolver.
SUBMACHINE GUNS			
	Scorpion	.32ACP	Small submachine gun designed in Czechoslovakia for special forces and police, but is a favorite of terrorists.
	Uzi	9x19mm	Israeli-made, open-bolt submachine gun. Designed to facilitate mass production. Respectable accuracy, enabling headshots at close range.
	Ingram Mac 10	9x19mm	Suppressor-equipped machine gun.
ASSAULT RIFLES			
	M16A1	5.56x45mm	Aluminum alloy and plastic, small-bore assault rifle. Has a 20-round clip.
	XM177	5.56x45mm	M16 upgrvade for special forces units. Suppressor equipped.
	AK-47	7.62x39mm	The official large-bore rifle of the Soviet military.
SHOT GUNS			
	M37	12-Gauge	Sawed-off Ithaca M37 is a shortened shotgun that holds four shells at a time.
	M870	12-Gauge	Remington pump-action shotgun popular with American hunters and law enforcement. Holds seven shells.
SNIPER RIFLES			
	SVD	7.62x54R	Dragunov, gas-operated mechanism for automatic fire. This sniper rifle is repeat-fire capable and holds 20 rounds.
	Mosin-Nagant	7.62 Tranq. Bullets	Soviet-made semi-automatic tranquilizer sniper rifle.
HEAVY FIREARMS			
	M63	5.56x45mm	Heavy assault rifle holding up to 100 rounds.
	RPG-7	85mm HE/Heat	Anti-tank missile launcher for taking out armored targets and bunkers.
KNIVES			
	Survival Knife	NA	Hollow grip designed to fit in survival kit. CQC capable.
	Spetsnaz Knife	NA	A powerful spring installed within the grip allows the blade to be ejected. Switch to first-person view and throw blades.

WEAPON	AMMO TYPE	DETAILS
THROWING WEAPONS		
Grenade	NA	Blast-fragmentation explosive that damages the surrounding area.
Stun Grenade	NA	Hand grenade that knocks enemies unconscious.
Chaff Grenade	NA	A non-lethal grenade that temporarily disables electronic devices by releasing a cloud of signal-jamming metal fragments.
Smoke Grenade	NA	Non-lethal grenade that creates a thick smokescreen to mask movement from enemy eyes.
TRAPS		
TNT	NA	Trinitrotoluene that is exploded via remote control.
Claymore	NA	Anti-personnel mine consisting of explosives and 700 steel ball bearings. Explodes on contact.
Magazine	NA	Adult magazine packed with alluring photos. Distracts (most) male characters. A decoy.

AMMUNITION

AMMO	CORRESPONDING WEAPON
9mm T	Mk22
9x19mm	Uzi, Mac10
.32AC	Scorpion
.45LC	SAA
.45ACP	M1911A1
5.56x45mm	M16m XM177, M63
7.62x39mm	Ak-47
7.62x54R	SVD
7.62mm T	Mosin-Nagant
12 Gauge	M37, Remington M870
85mm HE/HEAT	RPG-7

MEDICINE

MEDS	DETAILS
Medical Kit S	Small amount of Life recovery.
Medical Kit L	Large amount of Life recovery.
Rations S	Small amount of Stamina recovery.
Rations L	Large amount of Stamina recovery.
Pentazemine	Reduces hand tremors when aiming in first-person view.

ITEMS

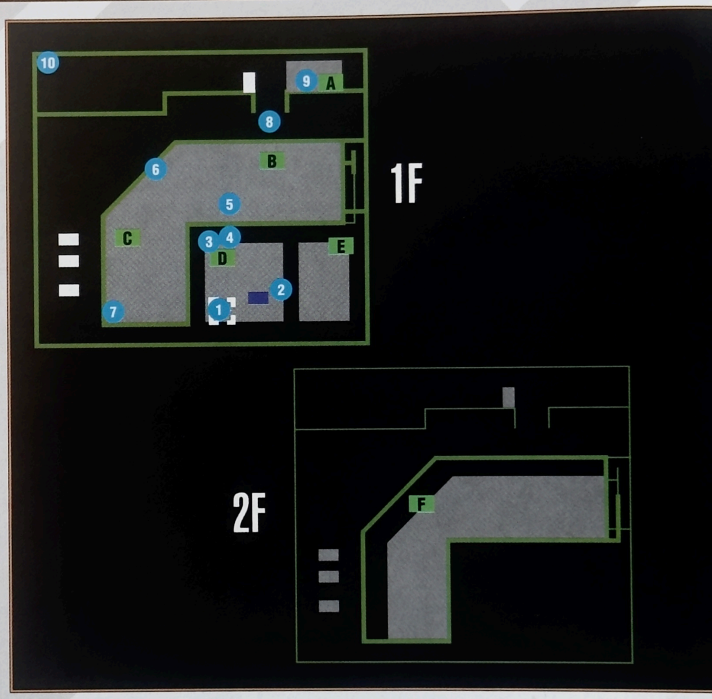
Items that use batteries can run only if the batteries have a charge. Items that run on batteries slowly lose their charge with use. Once the batteries are drained, you can no longer use the item. Batteries are recharged when you return to the Briefing menu.

ITEM	BATTERIES	DETAILS
Binoculars	No	High-magnification military binoculars. Cannot be used in conjunction with other weapons.
Thermal Goggles	Yes	An optical device that renders targets visible by their heat emissions.
Night Vision Goggles	Yes	Amplifies faint light, enabling the user to see in the dark.
Mine Detector	Yes	Detects planted mines and indicates their presence with a system of beeps.
Cardboard Box	No	A box in which to hide and move around.
Shield	No	Bulletproof armor. Protects against attacks. Cannot be used in conjunction with other weapons.
GA-KO	No	A duck wind-up doll. A decoy weapon that confuses enemy soldiers.
Body Armor	No	Bulletproof vest. Reduces damage.
Stealth Camouflage	Yes	Uses Optics to reduce your visibility. Created by your high-level Tech Unit.

PRISON

OBJECTIVE:

- Escape prison.



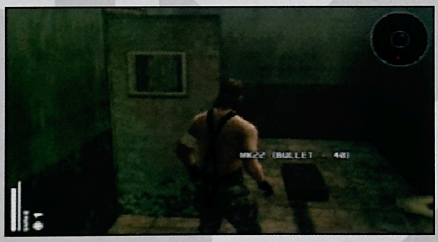
MAP KEY

ITEM	TYPE	LEVEL	LOCATION
[A]	Medical Kit(S) x 3	1F	In the guardhouse.
[B]	AMMO(9MM T) x 100	1F	Inside the armory.
[C]	Ration(S) x 3	1F	Inside the second of two connected barracks.
[D]	M22 (Bullets x 40) & Sneaking Suit	1F	In the prison cell.
[E]	Ration(S) x 3	1F	In a cell accessible only through the crawlspace from the adjacent cell.
[F]	Binoculars	2F	On the second-floor exterior balcony.

BREAKOUT!

You begin unarmed and bare-chested in a Russian prison cell **(1)**. Approach the barred window and talk to Roy Campbell **(2)**, the inmate in the next cell—try to open the door two times to trigger the cut-scene. You discover you're in his old cell where he had created an escape route, but he was not able to use it before they moved him. Press ⊗ to crouch, and then press forward to get on your belly. Crawl under the bed and through the open vent shaft, turning to the right once you're inside.

The vent leads to a cell **(3)** with an open door and an M22 **(D)** with 40 rounds. This will be your main weapon throughout the game; it allows you to tranquilize enemies. You also acquire and automatically suit-up in the FOX unit's sneaking suit.



ROY CAMPBELL

In the next cell, Roy Campbell **(2)** calls you "Big Boss" and explains a little of the background story. He asks you to get outside and call in a rescue, as he is injured and his cell door is locked.

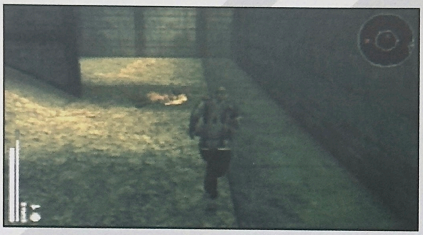
SNAKING OUT

Access your map and locate the arrow (representing you) and the "X," the current objective point, which is the prison exit in this case. Knock on the wall **(4)** near the cellblock exit and hide in the open cell **(3)**. When the nearby guard enters the prison block, sidestep out of the cell with your weapon selected and shoot him in the head with a tranquilizer. Deselect your weapon and pick up and drop the soldier twice to make him drop two items, one of them always being a crate of 9mm ammo. This gives you more than enough ammo to get out of the prison.

Sneak into the room across the hallway **(5)**, and shoot over the security gate to hit the distant guard **(6)** in the head. If you miss, he turns around. Keep shooting until you hit his head or he passes out from previous tranquilizer shots. It takes only one shot to make enemies sleep, but the more you shoot into them the quicker they succumb, especially if you hit them in the head, which produces a one-hit knockout. Crawl under the security gate to access the prison's exterior.

PRISON EXTERIOR

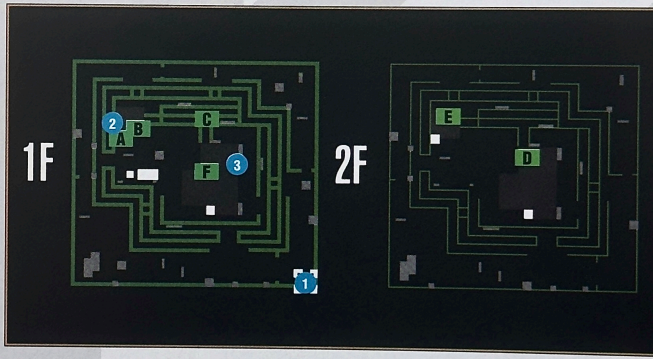
There's more AMMO(9mm T) **(C)** in the storage room to the north. The "T" indicates tranquilizer rounds. There's also a guard **(7)** along the south hallway. Proceed outside near the downed guard **(6)**, avoiding or tranquilizing the guard to the south **(7)**. Tranquilize the exterior guard near the large ramp **(8)**, and knock on the ramp wall to draw out the guard in the guardhouse **(9)**. Hide and tranquilize the guard that appears from up the ramp. The guardhouse **(9)** at the top of the ramp to the right contains a Medical Kit **(A)**. Run to the large pathway's west end to find the exit **(10)**.



COMMUNICATIONS BASE

OBJECTIVE:

- Call in a rescue.

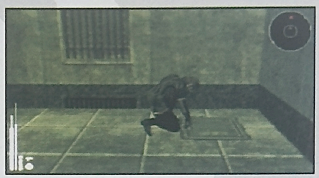


MAP KEY

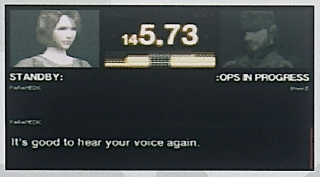
ITEM	TYPE	LEVEL	LOCATION
[A]	AMMO(.45ACP) x 100	1F	The storage building with crawlspace access.
[B]	AMMO(9MM T) x 100	1F	Crawlspace.
[C]	AMMO(9MM T) x 100	1F	Crawlspace.
[D]	Chaff Grenade x 5	2F	Dish rooftop.
[E]	Smoke Grenades x 5	2F	Rooftop.
[F]	Medical Kit(S) x 3	1F	Inside the locker in the communications room.

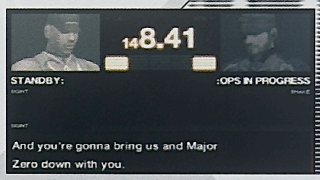
PHONE A FRIEND

You start in the southeast corner of the map **(1)**. Run along the perimeter, following our mapped route to the north. Enter the ditch next to the storage house. Crawl into the crawlspace located in the trench on the building's west side **(2)**. Take the first left and press ▲ to open the hatch above your head. Enter the storage room above. There's 45ACP ammo **(A)** inside the room.



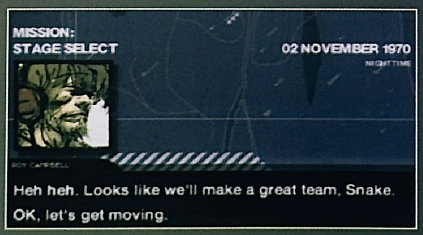
Return to the crawlspace. Follow it through a couple 9mm power-ups **(B and C)**, turning right at the second one, and proceed into the control room **(3)**. There's a Medical Kit **(F)** in the locker. Walk into the blue target area at the control panel to try to contact a rescue team for Roy Campbell. You reach a couple of old friends: Para-Medic and Sigint.

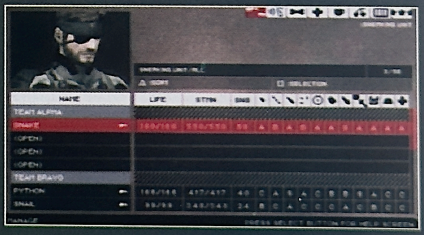




PRE-MISSION MANAGEMENT

You rescued Roy Campbell, and now he is stationed at home base. You communicate and plan tactics with him after each mission. Together, you decide the Soviet frontline patrol base is the first target for intel collection. You can enter the Manage menu and set up Snake with whatever items you have in your inventory at this time. Then return to the Mission Selection menu and choose "Soviet Patrol Base" to begin the next mission.





SOVIET PATROL BASE

OBJECTIVES:

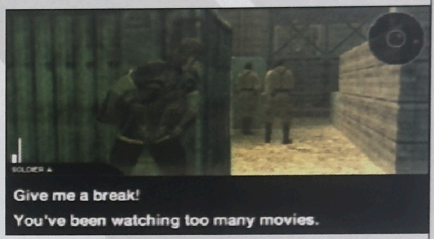
- Eavesdrop on two enemy conversations.
- Shakedown an officer for a secret document.

MAP KEY

ITEM	TYPE	LEVEL	LOCATION
[A]	Ration(S) x 3	1F	In the recessed area next to the main building.
[B]	Ration(S) x 3	1F	Under the table inside the main building.
[C]	Smoke Grenade x 5	2F	On the guard tower.
[D]	AMMO(7.62x39MM) x 400	1F	Inside the armory.
[E]	AMMO(7.62x39MM) x 400	1F	Inside the armory.
[F]	Magazine x 5	1F	On top of some crates. Requires a long jump from nearby crates.
[G]	Magazine x 5	2F	On the rooftop crates.
[H]	Ration(S) x 3	B1	In the cell tunnel.

FIRST CONVERSATION

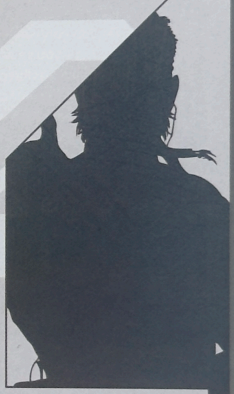
You begin this mission beside the truck rode to this location **(1)**. Walk to the west until you reach a cut-scene **(2)**. In it, you overhear two disgruntled soldiers **(3)** talking about the secret weapon. They speak of it being used against their motherland.



Climb up onto the low crate and look over the taller crates to spot the two guards **(3)** with their backs to you. Tranquilize the closest guard first so that the more distant one doesn't see the first one drop. Shoot him in the head for a single-shot drop, and then shoot the second guard.

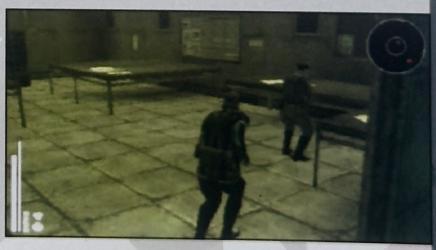
SECOND CONVERSATION

Carefully hop down into the recessed area to the north **(4)**. Head to the pit's west wall and press your back up against it. Follow the patrolling guard **(5)** as he walks north and south above the pit. Listen in as he thinks aloud. After he speaks a few times, you get a call from Campbell. Now he wants you to find some items by shaking down an officer. Take out the previous guard **(5)**.

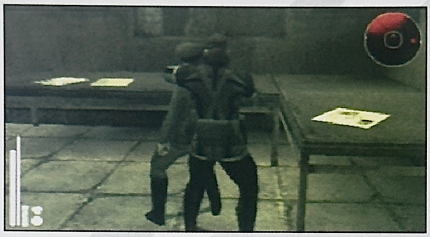


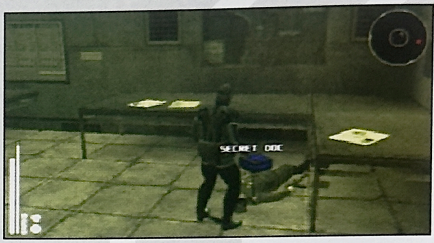
OFFICER SHAKEDOWN

Return to the pit **(4)** and head north. Tranquilize the northern patrolling guard **(6)** and hug the center structure's outside wall. Creep up to the edge of an entranceway and manipulate the camera to see around the corner. It's easier for guards to spot you if you make your character look around the corner, so always try to use the camera first. There's an officer inside the structure; he's preoccupied with plans on a table. Sneak up behind him and choke him or tranquilize his head **(7)**. He drops some ammo and a blue highlighted box: the Secret Doc.



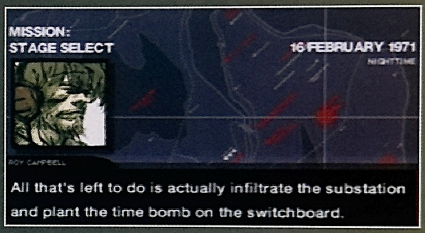
Once you pick it up, the mission ends. If you want to find more items before leaving this mission, wait to pick up the Secret Doc—do your thing and then return to the document. You may have to drop an item to pick up the document—you can hold only four items at a time. Often, you can just use Rations and Medical Kits to clear an inventory space. But don't waste them if you are near the end of a mission; the time that passes between missions restores lost health and stamina.





PRE-MISSION MANAGEMENT

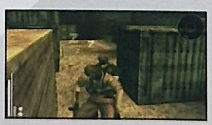
The document you confiscated details rebel plans to activate the stolen weapon—you've acquired the launch plans. Campbell and Snake are the only two soldiers in the vicinity capable of stopping the launch. But even these two can't pull off such a big operation without help. They must recruit enemies to their side. Campbell also informs you that the enemy commander's name is "Gene."



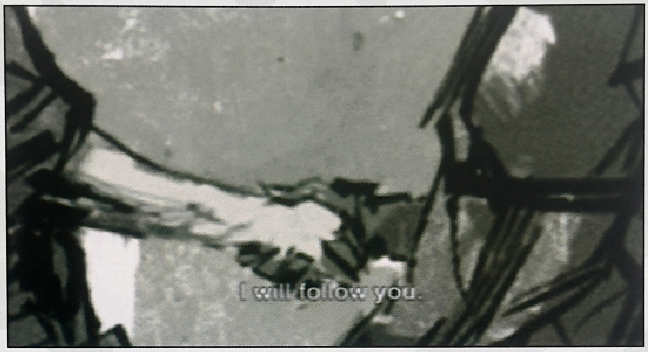
RECRUITMENT MISSION: 1

You can now pick any of the four available territories to do your recruiting: Prison, Comm Base, Supply Depot, or the Soviet Patrol Base. The Soviet Patrol Base and the Supply Depot are great places to recruit. Truck placement, map size, officers present, and adequate cover all contribute to easy and effective recruitment.

The truck is the conduit for enemy recruitment. Drag knocked-out soldiers to the rear of the truck, and Snake automatically picks them up and places them in the back. The actual "recruitment" happens between missions. The only soldier you can't place in the back of a truck is a dead one. As long as your victim is asleep or has at least one unconscious star spinning around the head, you can deposit him or her into the truck for programming (or deprogramming, depending on your point of view). As the number of Zs or stars spinning around an enemy's head decreases, he or she gets closer to regaining consciousness. Of course, if there are no Zs or stars and the person isn't moving, then the poor soul is dead.



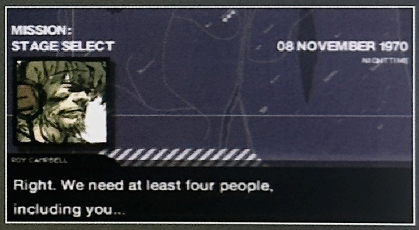
You complete the mission when you recruit the first soldier, Jonathan. You explain to the soldier what is happening and try to talk him into helping your cause. He laughs. He says you have it all wrong. Their loyalty doesn't rest with Gene. Rather, they're fighting for their country. They were isolated and abandoned. Gene made promises. They believe he's going to deliver justice. Snake begs him to stay loyal to his country and not the fickle, ever-changing "justice" found in all countries. When the soldier discovers Snake is actually "Big Boss," the recruitment process succeeds.

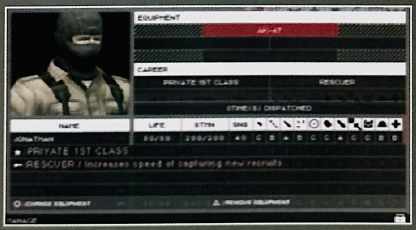


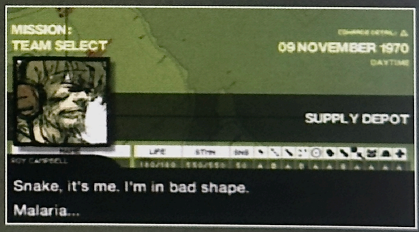
PRE-MISSION MANAGEMENT

Back at base, Campbell explains that you need at least four on your squad, including you, to continue with plans. You're instructed to enter the Briefing menu and place the captured soldier on your Alpha Team to take to the next recruitment mission. See the basics chapter for details on the Briefing menu.

After you place Jonathan in your Alpha Team and equip him with some gear, select any territory on the Stage Selection menu. As you select a choice, your new recruit informs you that Campbell is sick from what appears to be tropical malaria. Snake must speak with Para-Medic, so he decides to risk his neck by returning to the Communications Base to reach her.



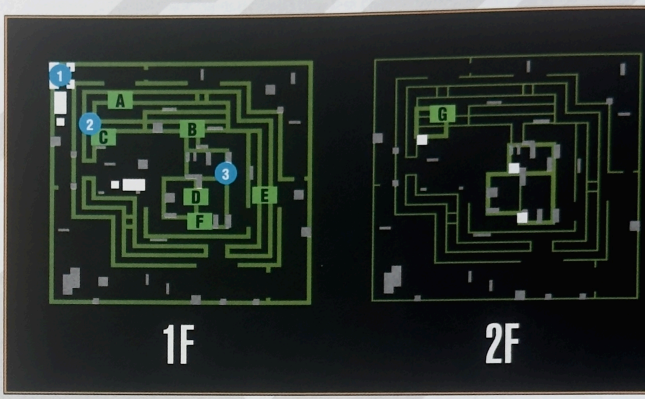




COMM BASE

OBJECTIVES:

- Obtain detailed info on malaria treatment methods.
- Use the satellite communications facility to reach Para-Medic.
- Recruit as many soldiers as you can.



MAP KEY

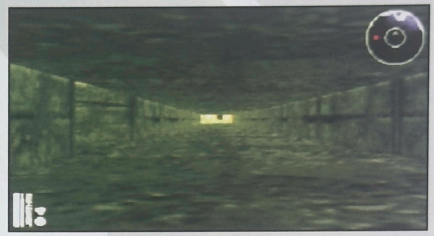
ITEM	TYPE	LEVEL	LOCATION
[A]	AMMO(.45ACP) x 100	1F	Under the trench walkway bridge.
[B]	AMMO(9MM T) x 100	1F	In the crawlspace.
[C]	M1911A1 (Bullet x 35)	1F	Inside the storage building.
[D]	Medical Kit(S) x 3	1F	Inside the communications building locker.
[E]	AMMO(7.62x39MM) x 400	1F	Under the trench walkway bridge.
[F]	Magazine x 5	1F	Under the cot in the communications building.
[G]	Smoke Grenade 6x5	2F	Rooftop.

RADIOING PARA-MEDIC

JONATHAN

The first soldier you recruit is named Jonathan. Get him on your team; he's a great soldier who proves very beneficial to the team. He (and others dressed as Soviet soldiers) can walk among similarly dressed enemy soldiers. Just avoid doing things that are suspicious, such as crawling, stooping down, running with a weapon while holding the auto-target button, and, of course, attacking others. Look for the blue chameleon icon in the top-left corner of the screen during a mission. This indicates when you can walk undetected among the enemy soldiers. Also, look for career labels in your recruit's stats screen; Jonathan can drag a body twice as fast as Snake—he is a "Rescuer."

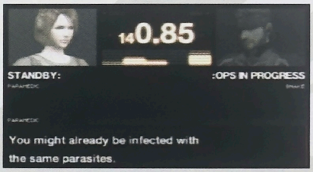
You begin this mission next to your truck in the northwest corner of the map **(1).** Get to the communications building, just as you did in the previous Comm Base mission. You can follow the same route if you wish—this time, you're closer to the crawlspace **(2)** entrance we mentioned before. Recruit as many soldiers as you can before you enter the blue target area **(3)** in the communications building.



TRUCK TRICK

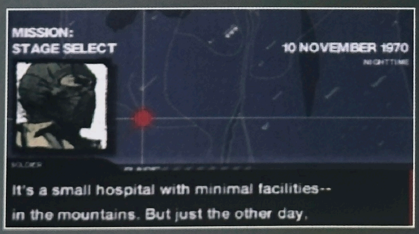
Raise the alert level intentionally and have soldiers follow you to the truck. Hide under the truck and tranquilize the soldiers by shooting them in the legs. When the alert level fades, crawl from under the truck and load all the sleeping soldiers into the back.

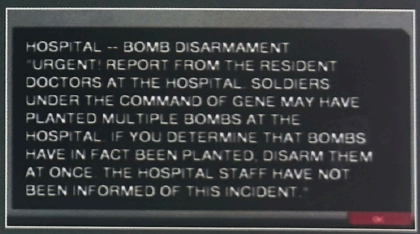
When you step into the blue marker area **(2)** in the communications building, Para-Medic says you need a new kind of medicine to treat Campbell's particular strain of malaria. She says to try the local medical facility. Your mission here is complete.



PRE-MISSION MANAGEMENT

Back at base, Jonathan tells you where you can find a nearby hospital to get the vaccine that Campbell requires. If you advance the clock, you'll find that the recruits you picked up from the previous level will become available for job placement. See the game basics chapter for tips on soldier job placement. The Hospital is your next stop. Place some soldiers as spies to make items appear on the Hospital map once you arrive.





HOSPITAL

OBJECTIVES:

- Recruit as many soldiers as you can.
- Find the malaria drugs in the hospital.
- Find the drug shipment log.

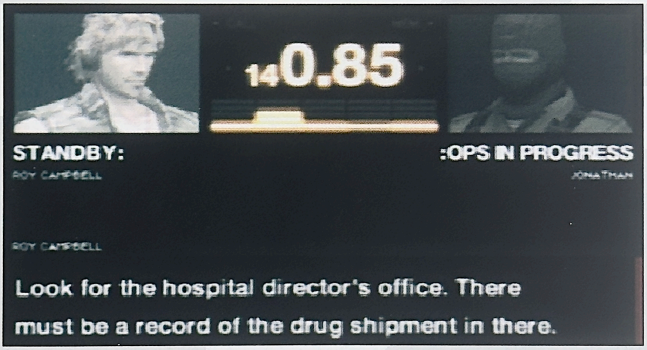
MAP KEY

ITEM	TYPE	LEVEL	LOCATION
[A]	Ration(S) x 3	1F	Inside the building in the back corner.
[B]	Medical Kit(S) x 3	1F	In the small crawlspace under the building.
[C]	Medical Kit(S) x 3	1F	In the walk-in closet.
[D]	Ration(S) x 3	1F	In the walk-in closet.
[E]	Ration(S) x 3	1F	Inside the small building.
[F]	Ration(S) x 3	1F	In the small hole in the perimeter wall.
[G]	AMMO(9MM T) x 100	2F	Rooftop.

DRUG GOOSE CHASE

You begin this mission in the northwest corner **(1)**. Use Jonathan to walk by the Soviet guards undetected. Just be careful to avoid letting the doctor inside the hospital see you—she'll blow your cover. She's in the building with items **(C and D)**. In this mission, you're looking for drugs that do not exist. Enter buildings and run through the Rations and Medical Kits to trigger Campbell's responses.

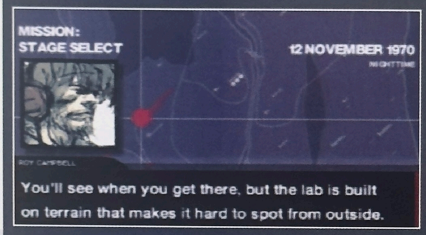
After you pass through a few power-ups (or enter a few buildings), Campbell makes the call to change the objective. While you capture as many soldiers as you can, make sure you recruit the doctor in the hospital to place on your medical team. This helps advance medical research much more quickly.

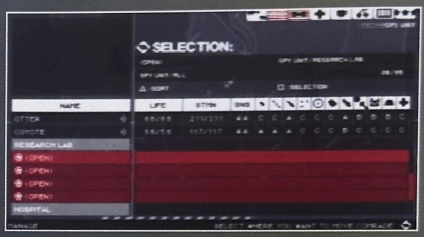


After you infiltrate a few buildings, Campbell suggests you look in the hospital records for a shipment log. At this time, an objective "X" appears in a second-floor hospital room **(2)**. Enter the target building **(2)**, run up the stairs **(3)**, and proceed to the hallway's end and the only unlocked room. Run into the target area **(4)** to complete the mission.

PRE-MISSION MANAGEMENT

Back at base, Campbell reiterates what you already know: there were no malaria drugs at the hospital. The logs show they were shipped to the research lab north of the hospital. Advance the clock until your doctor becomes available, and place her on your medical staff. Place spies at the Research Lab via the Manage menu. Supply Alpha Team as needed, and select "Research Lab" from the Mission Select menu to continue the hunt for malaria drugs.

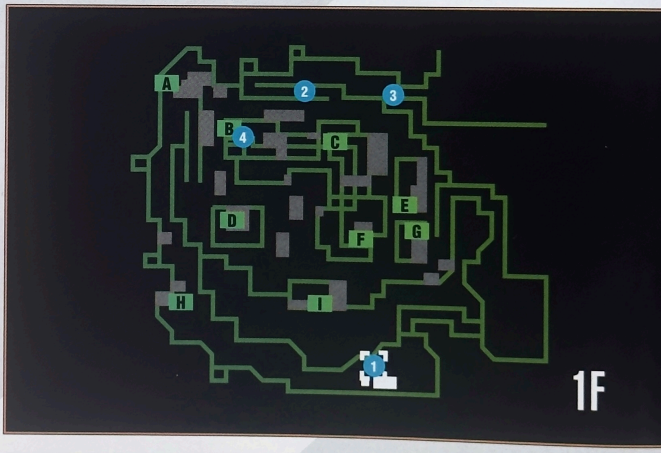




RESEARCH LAB

OBJECTIVES:

- Recruit as many soldiers as you can.
- Get to the secret research area.

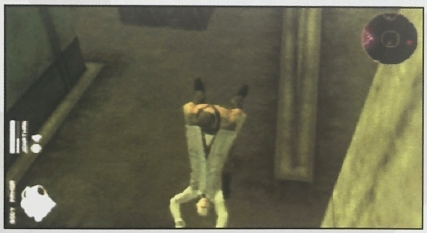


MAP KEY

ITEM	TYPE	LEVEL	LOCATION
[A]	C Box	1F	Near the climbable crate stack in a corner.
[B]	Medical Kit(S) x 3	1F	Inside the locker in the culture tank room.
[C]	AMMO(9MM T) x 100	1F	In the lab locker.
[D]	Shield x 1	1F	Under the computers inside this building.
[E]	Pentazemin x 3	1F	In the supply building, under the supply cabinet.
[F]	Ration(S) x 3	1F	In the computer room.
[G]	TNT x 5	1F	Inside the building that unlocks after completing the first objective.
[H]	AMMO(9MM T) x 100	1F	On the ground near the stack of crates.
[I]	Shield x 1	1F	Inside the building that unlocks after completing the first objective.

GENE & URSULA

You begin this mission near your truck **(1)** in the southeast corner of the map. After recruiting a few guards and doctors from the research lab, ascend the large ramp **(2)** on the map's north end and walk into the blue marker at the doorway **(3)**. Gene and Ursula, the precog, foresee dropped building materials that could have killed them had their gift not forewarned them. In the cut-scene you discover Gene's diabolical telepathic voice.



Campbell radios and speaks of the "culture tank" to which Gene referred. An "X" appears on the map to the west **(4)**. Enter this building through the doorways, or use the crawlspace underneath to enter through the secret floor hatch into the target room.

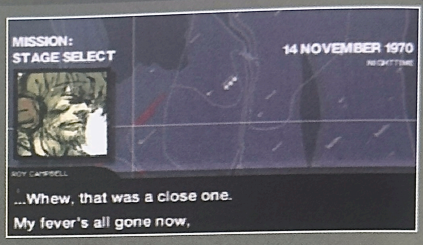
ELISA

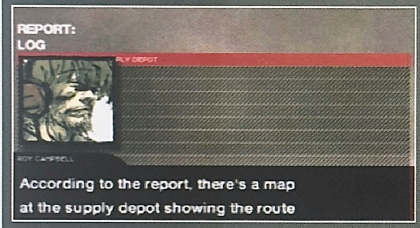
When you enter the target area, a young, beautiful medic helps throw the guards off your trail. She's overseeing the reprogramming of the Perfect Soldier, "Null." She knows all about Snake, "Big Boss." She's Ursula's sister, "Elisa." She gives you intel on Gene, but speaks mostly of the Perfect Soldier. The soldier in the culture tank is the ultimate fighting machine and is reprogrammed after each mission; it has no feelings or memories. Lastly, she hands you the malaria vaccine without you even asking her, thus displaying some ESP skills of her own.

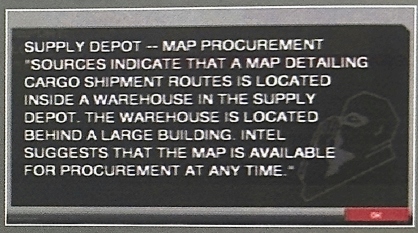
PRE-MISSION MANAGEMENT

Campbell takes the vaccine and is healed. A soldier suggests setting up spy units around the peninsula. For more information on positioning spies and the Report menu, see the game basics chapter. The spies must discover the route to the Harbor. In the Briefing menu, place soldiers with high SNS skills in the Harbor and Supply Depot areas.

Advance the clock until your prisoners become recruits, and then assign jobs to each that best utilize their talents. If possible, advance the clock to possibly acquire your first report from the spy units. The first report comes from the Supply Depot. The report confirms the existence of a map that details cargo shipment routes to the Harbor from the Supply Depot. The map is located inside a warehouse at the Supply Depot.



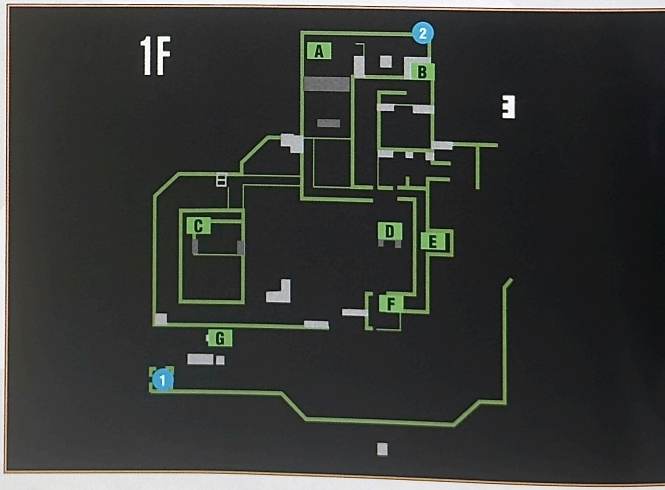




SUPPLY DEPOT

OBJECTIVES:

- Recruit soldiers and officers.
- Find the cargo shipment map.



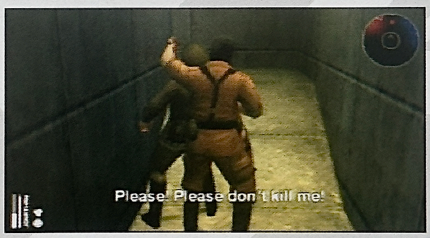
MAP KEY

ITEM	TYPE	LEVEL	LOCATION
[A]	Medical Kit (S) x 3	1F	On the corner crate in the north building.
[B]	Scorpion (Bullet x 100)	1F	In the building's north corner, on top of climbable crates.
[C]	TNT x 5	1F	In an interior corner of the west building.
[D]	AMMO(7.62MM T) x 50	1F	Under the wood pile.
[E]	AMMO(7.62MM T) x 50	B1	In the tunnel nook you access via the floor in the guardhouse or the slope in the main building.
[F]	AMMO(7.62X39mm) x 400	1F	In the guardhouse.
[G]	AMMO(.45ACP) x 100	1F	On top of the crates.

FINDING THE SHIPMENT ROUTE MAP

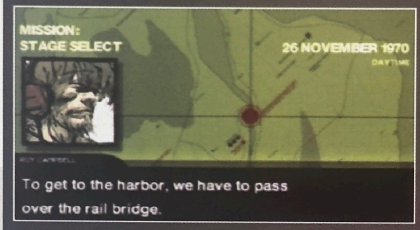
You begin this mission in the southwest corner **(1)**. A recruited soldier, such as Jonathan, makes this mission extremely easy. Have the soldier scout the entire map to locate all the enemies before you capture them for recruitment. With a recruited character wearing the soldier uniform, you can walk past the guards (who wear the same uniform) to the map **(2)**, which is on the crates in the north building's northeast corner. If your inventory is full, you must first discard an item before you try to take the map.

Before you end the mission (by picking up the map), capture all the soldiers and officers in the Supply Depot area. Two new areas become available after you complete this mission; you'll need all the manpower you can get to maintain spy coverage in these new areas. Bear in mind that your Soviet soldier uniforms do not fool officers. There's an officer in the B1 tunnel and another in the west building's second-floor office. There's yet another one on the north building's second floor. You could get past these guys if you had one of those officer characters on your team... Also, grab the Scorpion handgun **(B)** in the north building, near the map **(2)**.



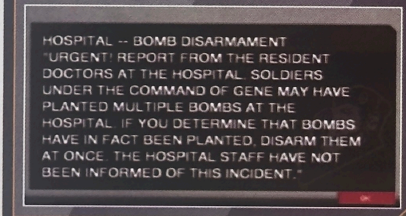
PRE-MISSION MANAGEMENT

Campbell explains that the map reveals the route to the Harbor but it also shows the locations of the Town, Rail Bridge, and the Soviet Security Base. All these areas become available in the Stage Selection menu. The map also shows that you must pass over the heavily guarded Rail Bridge to get to the Harbor. Campbell needs spot-on intel before he can come up with a strategy for getting over the bridge.

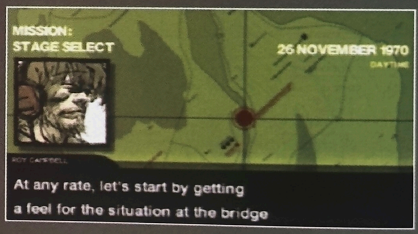


SPY UNIT REPORT

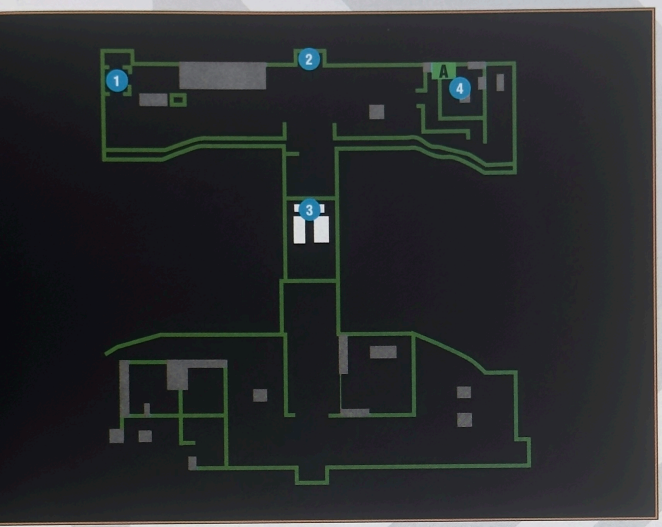
Provided you fill the suggested areas with capable spies, you should soon receive a report from your operatives at the Hospital. This report unlocks the "Hospital: Bomb Disarmament" side-mission.



Take this time to place spies with high SNS skills in the newly accessible locations. At this point in the game, consider returning to previous areas to recruit enough spies to fill the available territories: Comm Base, Soviet Patrol Base, Supply Depot, Prison, Town, Rail Bridge, Research Lab, and the Hospital. If you don't have enough spies, you can skimp on the Prison for now; very little happens there. If the Hospital side-mission is available, you can try to disarm the bomb now (see the "Side-Missions" section at the end of this chapter). Alternatively, you can proceed to the Rail Bridge to gather more intel on the enemy's bridge checkpoint.



RAIL BRIDGE



OBJECTIVES:

- Recruit soldiers and officers.
- Observe and assess the security situation on the Rail Bridge.

MAP KEY

ITEM	TYPE	LEVEL	LOCATION
[A]	Ration(S) x 3	1F	In the northwest corner of the northeast guardhouse.

AT A GLANCE

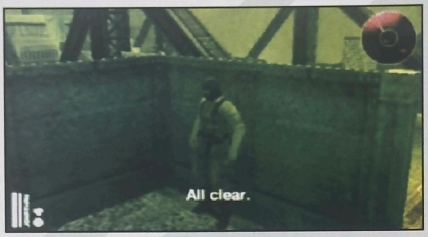
You begin this mission in the map's northwest corner **(1)**. This is a very quick and simple operation if you simply dash to the target zone. There are only three enemy soldiers on the map, and the target area **(2)** is just yards away from your starting position. However, you should try to capture all the soldiers—you need the manpower.

Use a Soviet soldier character to sneak past bridge; there are two guards **(3)** there. Sneak into the guardhouse **(4)**, take the Rations, and knock out the soldier inside. You can manipulate the camera to see through the windows before you enter the house. Move through the doorway when the guard's back is turned.

You can't drag him past the guards on the bridge; they'll see you. Knock him out to prevent him from coming to the others' aid if an alert sounds. If you do trigger an alert while you're near this guardhouse, you can crawl under the building to hide.

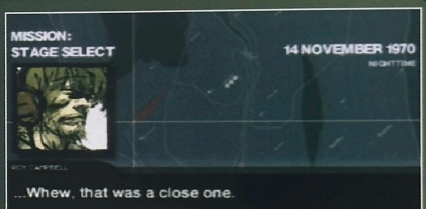
Try luring the guards on the bridge **(3)** away from their posts separately by knocking on a crate or wall just within one guard's earshot. Sneak up behind the investigating guard when he turns to go back to his post.

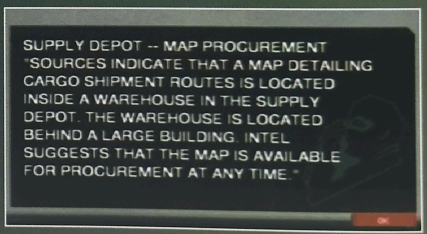
This is a great map for camping out under the truck **(1)** and shooting guards in the legs with tranquilizers. When the alert level fades, load the truck with your sleeping soldiers. When you're done capturing prisoners, step into the blue target area **(2)** to complete the mission.



PRE-MISSION MANAGEMENT

Back at base, Campbell and Snake discuss their findings at the Rail Bridge. They agree to seek out explosives for sabotaging landmarks around the bridge. Such a diversion would draw the troops from the bridge long enough to get your truck across. If you haven't done so yet, place spies in the following locations: Soviet Patrol Base, Supply Depot, Town, and the Research Lab. Advance the clock until you receive a report from at least one of these areas. You must destroy targets at each of these locations to progress beyond the Rail Bridge. These are all part of "Operation: Diversion." You must take TNT into these missions or find it within the missions. Each map contains TNT power-ups.





OPERATION: DIVERSION

Operation: Diversion is a series of four missions involving the destruction of key landmarks to draw troops away from the Rail Bridge. This will allow you to access the Harbor and other new areas past the bridge. As we mentioned in the "Pre-Mission Management" section, you must take TNT into these missions or find it on-site. To unlock these missions, you must place capable spies at the Soviet Patrol Base, the Supply Depot, the Town, and the Research Lab. Allow sufficient time for the spies to do their jobs. Access the Report menu from the Briefing menu for details on each mission as it arrives.

You need complete only three of the four diversion missions to proceed, but we suggest completing all of them.

SPY UNIT REPORT

After you complete three of the four Operation: Diversion missions, the "Rail Bridge M37 Shotgun" side-mission becomes available—provided you have competent spies at the Rail Bridge.

SOVIET PATROL BASE

SPY UNIT REPORT

"We have located an armory in the southeastern quadrant of the base. It is a viable point to detonate an explosive, causing a distraction for enemy units."

OBJECTIVES:

- Recruit soldiers and officers.
- Destroy the Armory.

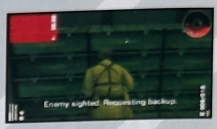
MAP KEY

ITEM	TYPE	LEVEL	LOCATION
[A]	Ration(S) x 3	1F	In the northeast perimeter corner.
[B]	TNT x 5	1F	Under the walkway between two recessed areas outside the main building.
[C]	Ration (S) x 3	2F	On top of the crates on the rooftop.
[D]	Magazine x 5	B1	In a nook in the small B1 cell tunnel.
[E]	M16A1 (Bullet x 100)	1F	In the corner inside the building near the B1 cell access hole.
[F]	Grenade x 5	1F	Inside the armory where the TNT must be placed.

Armory Sabotage

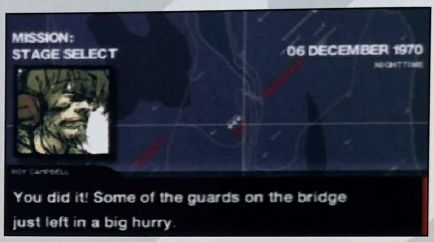
The starting position is near the truck in the base's northwest corner **(1)**. The armory is in the southeast corner **(2)**. Capture and recruit the guards before you blow up the armory, which completes the mission. If you don't have TNT in your inventory, you can find it in a small, hidden crawlspace **(B)**.

You can use a Soviet soldier to make your way around the base undetected. However, you can blow your cover if you bump into the guard standing close to the armory entrance. On the other hand, this won't be a problem if you capture this guard. Make room in one of your characters' inventories to bring back the M16A1 **(E)**.



TNT Placement

There's no blue target area inside the armory to indicate where to place the TNT. Simply select your TNT and press ● to place the bomb beside the stack of weapon crates that fill the room. Dash out of the armory and press ● again to detonate the TNT, which annihilates the armory and completes the mission.



SUPPLY DEPOT

SPY UNIT REPORT

"We have located a truck on the peripheral road. Sources indicate that is an ideal point for detonating an explosive, thus igniting an enemy diversion."

OBJECTIVES:

- Recruit soldiers and officers.
- Destroy the military truck.

MAP KEY

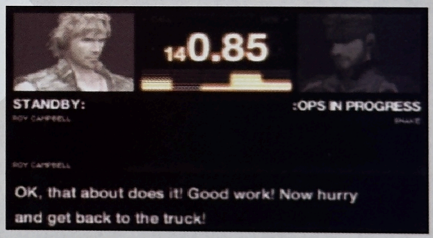
ITEM	TYPE	LEVEL	LOCATION
[A]	TNT x 5	1F	On the northeast corner crate on the north building's first floor.
[B]	AMMO(.32ACP) x 300	1F	Near the TNT, between crates in the north building.
[C]	Magazine x 5	1F	In the locked room under a cot. To access it, use TNT on the cracked wall in the adjacent room.
[D]	AMMO(7.62X39MM) x 400	1F	Between the wooden crates north of your truck
[E]	AMMO((.32ACP) x 300	1F	In the storage room across from the cracked wall that you blow up to reach the adjacent room.
[F]	AMMO(7.62MM T) x 50	1F	Under the woodpile.
[G]	AMMO(.45ACP) x 100	1F	On top of the weapons crate.

Big Trucking Explosion

You begin this mission near the truck in the Supply Depot's northeast corner **(1)**. The targeted truck **(3)** is south of your position. If you need TNT, enter the north building and find some in the back, northeast corner, on the first floor. There are many officers in this level, which is both good and bad. It's *good* for prisoner recruitment, and *bad* for sneaking past them with your soldier character.

If you desperately want some magazines **(C)**, use TNT to blow up the cracked wall **(2)** inside the north building. This allows entry into the locked room. Magazines are great diversionary tools that are helpful for capturing enemies.

The easiest way to complete this mission is to tranquilize the soldier patrolling near the target truck **(3)** and then run along the perimeter, traveling counterclockwise along the map until you reach the truck. Set the TNT on the south side to avoid alerting the officer stationed in a nearby guardhouse and the soldier patrolling beside it. If you make prisoners of these men before you plant the explosives, this won't be a problem. Run from the truck and detonate the TNT to complete the mission and to cause yet another great diversion.



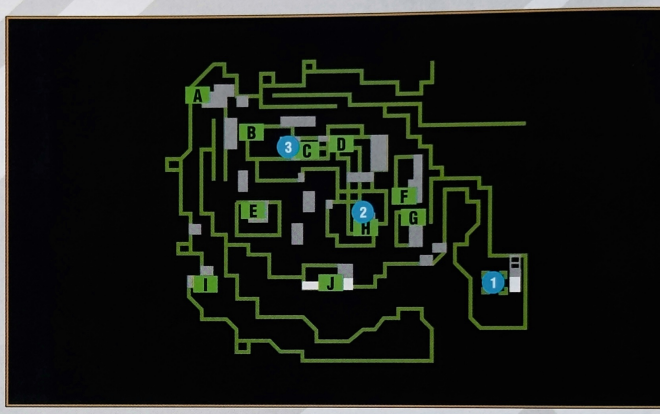
RESEARCH LAB

SPY UNIT REPORT

"We have located the culture tank that houses the child soldier. This is a recommended point to detonate explosives in order to distract enemy units."

OBJECTIVES:

- Recruit soldiers and scientists.
- Blow up one of two culture tank consoles.

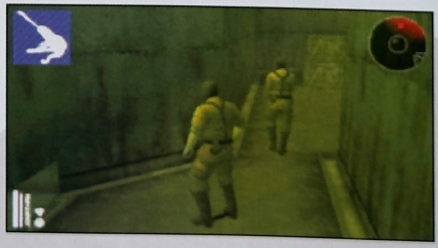


MAP KEY

ITEM	TYPE	LEVEL	LOCATION
[A]	C Box	1F	Next to the stack of corner crates near the large ramp to the upper level.
[B]	Medical Kit (S) x 3	1F	In the target lab room, inside the locker. A trap door allows easy access from the crawlspace.
[C]	TNT x 5	1F	Inside the small lab office.
[D]	AMMO(9MM T) x 100	1F	Inside the lab office locker.
[E]	Sheild x 1	1F	Inside the locked building.
[F]	Pentazemine x 3	1F	Inside the locked building.
[G]	TNT x 5	1F	Inside the small building.
[H]	Ration (S) x 3	?	?
[I]	AMMO(9MM T) x 100	1F	Next to the stack of tall, wooden crates.
[J]	Shield x 1	1F	Inside the small building with interior crawlspaces.

Two Labs Two TNT

You begin this mission in the research lab area's southeast corner **(1)**. There's a crawlspace just west of the truck and a path to the north that allows you to reach the main research lab area. If you don't have TNT, here are two places where you can find some: inside a small lab office **(C)** and inside a small building **(G)** near the north pathway leading away from your truck.



There are two target culture tank consoles, but you need destroy only one—it doesn't matter which. There's a computer **(2)** inside a small lab building and another **(3)** in a larger lab, where you met Elisa in a previous mission. The latter computer is further from your truck but it may be easier to reach undetected. There's a trap door in the floor that you can open from the crawl tunnels under the building. This tunnel has multiple entry points around the building, making it easy to enter near the scientists and patrolling soldiers without detection.

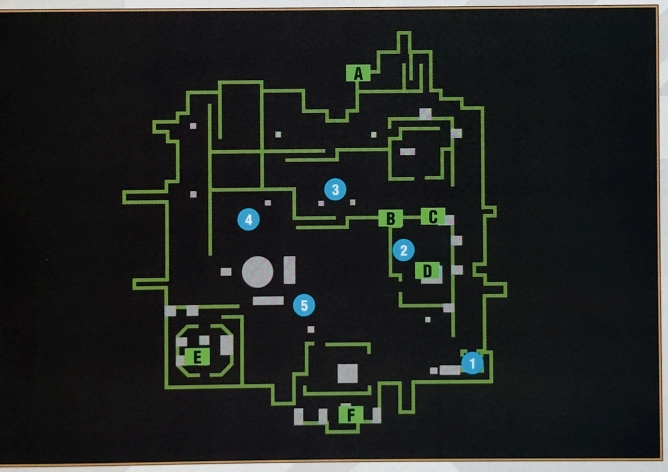
A Soviet soldier disguise does not fool scientists, and they'll scream for help when they see you.

We recommend that you imprison many of the guards to recruit them to your team. Start by capturing the guards that patrol between the truck **(1)** and the large lab **(3)**. Then capture scientists. These guys make great medics. When you're done capturing recruits, set a TNT charge beside one of the consoles in the labs **(2 or 3)** and blow it up to complete the mission.

TOWN

SPY UNIT REPORT

"We have located several military trucks: appropriate targets to set explosives and cause an enemy diversion."



OBJECTIVES:

- Recruit soldiers and officers.
- Blow up three military trucks.

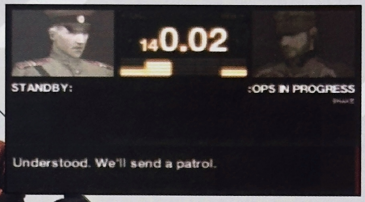
MAP KEY

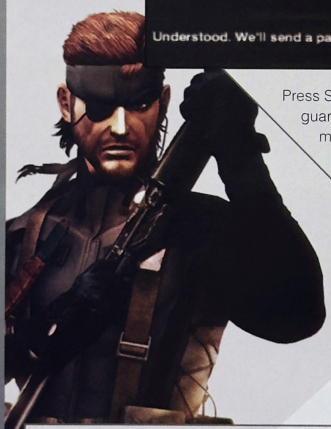
ITEM	TYPE	LEVEL	LOCATION
[A]	AMMO(7.62X39MM) x 4002	1F	On the topmost balcony at the top of the north stairs.
[B]	AMMO(9MM T) x 100	1F	In a corner nook, east of the bus.
[C]	TNT x 5	1F	Under the corner table, inside the building north of your truck.
[D]	TNT x 5	1F	Under the table inside the building north of your truck.
[E]	AMMO(7.62X39MM) x 400	1F	On the raised tier to the southwest, between the covered crates.
[F]	AMMO(9MM T) x 100	1F	Inside the south building, under table at the back of the room.

Secret Radio Frequency Trick

You begin this mission in the southeast corner of town **(1)**. There are three trucks to blow up **(3, 4, and 5).** If you need TNT, you can find two crates of it in the building north of your truck **(C and D)**. If you don't feel like capturing all the enemies on the map (and then moving freely through town as you destroy trucks), there's a cool trick to finish this mission quickly yet covertly...

Ascend the large ramp north of your truck, and climb the crate near the raised rooftop on the left. Notice the guard patrolling the rooftop's west edge **(2)**. Sneak up behind him and get him in a chokehold. Hold the L Button to interrogate him. He volunteers the number: 14002. Release the L Button and then press ● repeatedly until the soldier passes out.





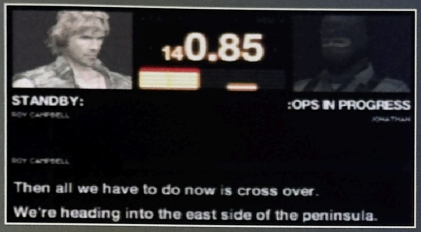
Press SELECT to access the Radio menu. Dial the number "140.02" to pose as a guard radioing a report. You tell the officer that you've seen a suspicious person. He moves his patrols to check it out. Return to the game and watch as all the guards leave the trucks and proceed to the south (near your truck). This leaves most of the map free of soldiers.

Truck Bombings

Move north to the first truck **(3)**, plant your TNT, and head west to the low gate. Jump over and hang-jump down to the lower level near the next truck **(4)**. Blow up the first truck and place TNT at your current truck **(4)**. Move to the next truck **(5),** blow up the previous one **(4)**, and place TNT at your current truck **(5)**. Finally, clear out and blow it up. Destroying the third truck completes the mission. Keep this in mind if you plan on collecting items and capturing more soldiers.

PRE-MISSION MANAGEMENT

Now, with all diversionary targets taken out, you can begin to cross the Rail Bridge. Again, completing "Operation: Diversion" unlocks a side-mission in which you acquire an M37 Shotgun at the Rail Bridge. Because you're headed to the Rail Bridge anyway, you can get the M37 shotgun and thus complete the side-mission, killing two birds with one stone. Advance the clock to place new recruits in Spy, Technical, or Medical positions. Next, prepare your team and enter the Rail Bridge.



RAIL BRIDGE

OBJECTIVES:

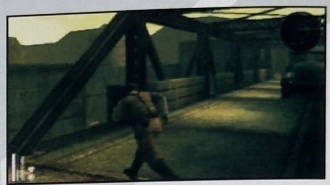
- Recruit Fox rebels.
- Collect the M37 and get to the exit.

MAP KEY

ITEM	TYPE	LEVEL	LOCATION
[A]	Ration(S) x 3	1F	Inside the northeast guardhouse, in the corner.
[B]	Rations(S) x 3	1F	Under the desk in the southeast guardhouse.
[C]	M37 (Bullet x 20)	1F	Under the desk in the southwest guardhouse.

FOX UNITS

You begin this mission in the Rail Bridge area's northwest corner **(1)**. The region is devoid of Soviet soldiers. However, some Fox units linger around. There's a Fox soldier in each building **(2, 3, and 4)**. Your Soviet soldier characters can't travel undetected through this map. In your second play-through (when you have FOX soldiers in your party), you can sneak through without detection.



If you've successfully completed all four diversionary missions, there are no visible enemies from your truck **(1)** to the exit **(5)**. Try to capture the Fox units inside the structures; they have high SNS scores and are great CQC fighters.

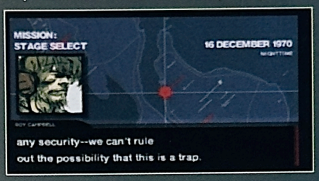
M37 SHOTGUN SIDE-MISSION

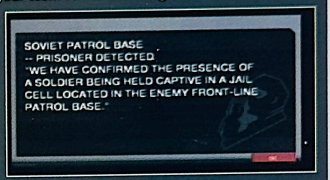
When you completed "Operation: Diversion," you received a report from your spies. An M37 Shotgun was reported in the Rail Bridge area. This weapon appears in both the side-mission and the main mission. Get the shotgun **(C)** now, while you're here for the main mission, and you'll automatically complete the side-mission as a bonus.

You need contend with only the single Fox agent in the southwest building **(4)**. Sneak up from behind and knock him out. Drag him to the truck for recruitment. The shotgun is under the desk in the southwest room. Enter the target marker **(5)** to complete the mission.

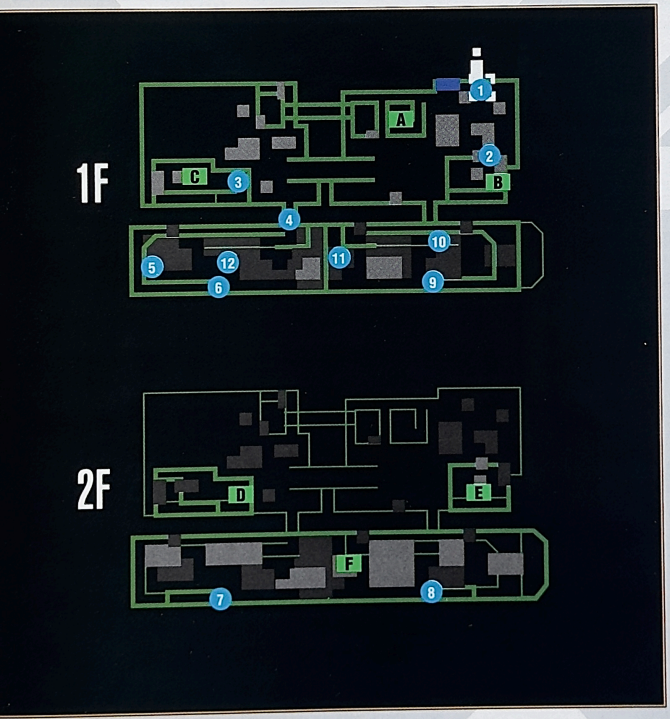
PRE-MISSION MANAGEMENT

Completing this mission opens a side-mission in the Soviet Patrol Base—provided you have spies working there. There's a prisoner in need of rescue; see the "Side-Missions" section at the end of this chapter for details. Now that the Rail Bridge is open, you can proceed to the Harbor. Campbell is beginning to feel like it's a trap set by Elisa, and he stresses to exercise caution. Advance the clock to get your FOX prisoners recruited. Consider placing one on your team to move amongst the FOX rebels in upcoming missions. Also, place capable spy units into the Harbor slots. Advance the clock again; they uncover a side-mission soon, and they allow you to see the items at the Harbor when you arrive.





HARBOR



OBJECTIVES:

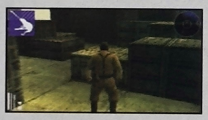
- Recruit soldiers.
- Investigate the Harbor, based on the lead Elisa provided.

MAP KEY

ITEM	TYPE	LEVEL	LOCATION
[A]	Grenade x 5	1F	Under the guard tower.
[B]	Magazine x 5	1F	Inside the cargo house.
[C]	Claymore x 5	1F	Inside the dock house, under the table.
[D]	TNT x 5	2F	On the dock house's second-floor exterior balcony.
[E]	M63 (Bullet x 500)	2F	On top of the cargo house (use the ladder to reach it).
[F]	C Box	2F	On a crate on the ship's deck. Climb the nearby stack and long-jump to the cardboard box.

LAYOUT

You begin this mission in the Harbor's northeast corner **(1)**. Your truck is parked in such a way that you cannot crawl under it for protection, but you can load prisoners into it. The Harbor is made up of two main areas separated by a single doorway **(4)**. In this mission, only one of the ship's two entryways is unlocked. All of the guards are Soviet soldiers, so it's a good idea to use a Soviet soldier recruit of your own. Capture all of the soldiers if you can. Two soldiers patrol next to each other in front of the dock house **(3)**. They are the biggest challenge when you try to capture prisoners. The crate between them is pivotal for keeping your abductions private.

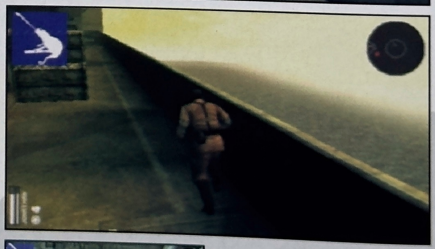


ALL ABOARD!

Climb the ladder on the cargo building's north side **(2)** and obtain the M63 on the rooftop **(E)**—it's hard to leave that metal gear behind. Even if you use a Soviet recruit, others can identify you when you climb, so be careful of the nearby patrol or remain on the rooftop until the alert passes.

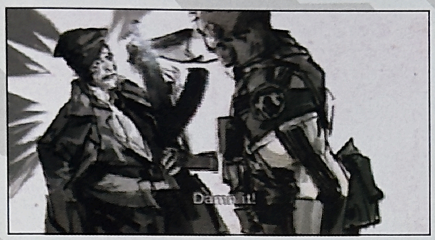
Sneak past the guards to the west of this building, either by using your Soviet soldier or by systematically removing each guard from the map. Enter the ship through the only unlocked doorway **(4)** and follow the catwalk to the open railing **(5)**.

You can jump down to the ship's lower level through the opening in the railing. Below deck, you can make your way over the cargo crates that divide the ship. Alternatively, you can continue following the catwalk **(7)** to the top of the ship and head back down the ramp **(8)** to the ship's east side **(9)**. Follow this catwalk down to the lower level **(10)** to trigger a cut-scene.



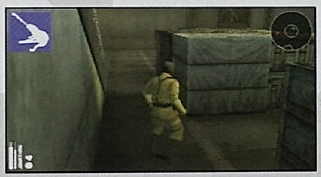
SKOWRONSKI & PYTHON

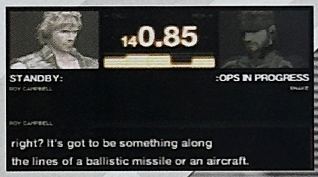
Base commander Skowronski and Python have a falling out. The Colonel tries to shoot Python but the bullets just bounce off his armor. Python freezes Skowronski's AK and throws him in a cell, freezing the lock. After Python leaves, Snake approaches the cell. Skowronski explains to Snake that dissension in the ranks plagues the Soviets and the FOX rebels. Python controls the men by fear and plays on their greed. Snake shoots the frozen lock on the Colonel's cell and slips away.



EMPTY PROTOTYPE CRATE

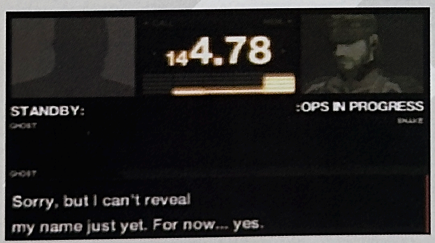
Roy feels that the drunken Skowonski is not the secret weapon of which Elisa spoke... Your search continues. Don't walk up the catwalk ramp; remain on the first level. Walk past the cage, heading to the ship's west side. Climb over the containers **(11)**, and you find a mysterious crate. To complete the mission, continue west to the sheet-covered crate **(12)**. Unfortunately, the crate is empty, its contents shipped elsewhere. The weapon parts left behind hint that some kind of tank or aircraft with ballistic missile-launching capabilities is being manufactured.



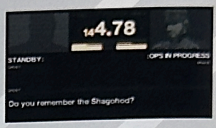


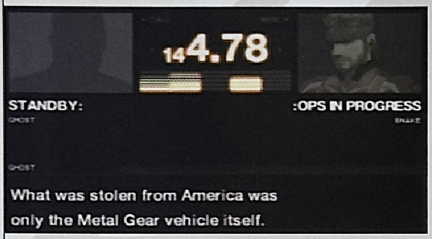
GHOST

Immediately after you communicate with Roy Campbell, you receive a call from frequency 144.78. It's Ghost. He thanks you for taking care of Volgin at Groznyj Gradi (this is a reference to the final act in *Metal Gear Solid 3: Snake Eater*, in which Snake fought Volgin before he was struck by lightning and killed).



The mysterious man calling himself "Ghost" is very interested in the prototype weapon you are hunting. He asks if you remember Shagohod, the tank vehicle from *Metal Gear Solid 3: Snake Eater*. He tells you the Americans expanded that technology and developed a working MIRV (Multiple Independently-targetable Re-entry Vehicle) capable of launching a single ballistic missile carrying multiple nuclear warheads, each capable of striking a different target. Such a development puts multiple cities at risk from one missile.



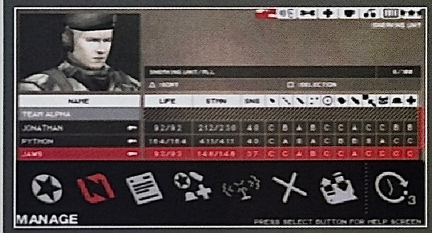


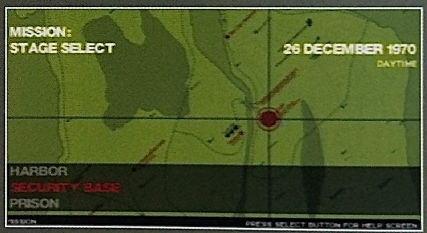
Ghost concludes that they planned to strap the new walking tank version of the Shagohod to an ICBM and launch it into an enemy country… Except the tank was stolen and shipped. The Soviet warheads that will be launched from it are still on this peninsula. Sabotage the missiles, and you can put an end to their plans.

PRE-MISSION MANAGEMENT

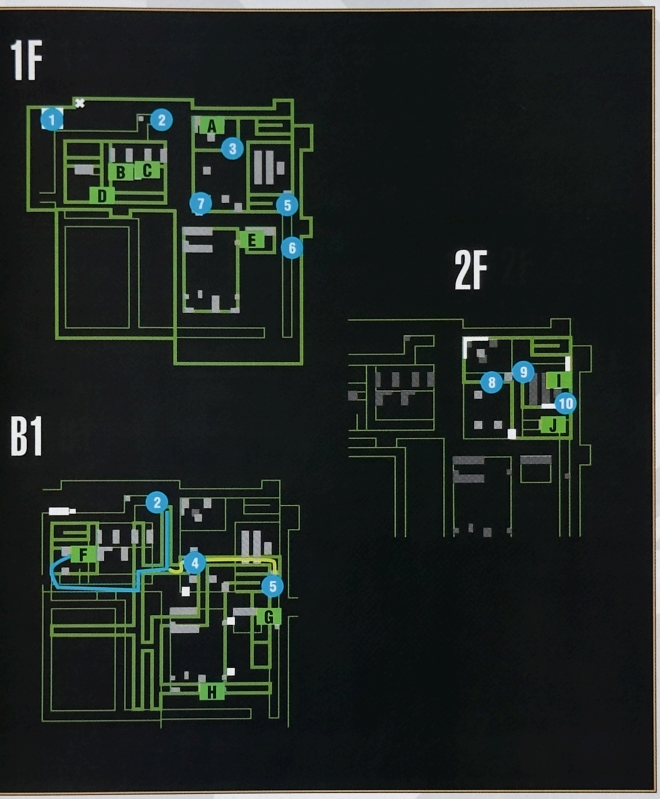
Snake briefs Roy Campbell on the intel he acquired from Ghost. The new Metal Gear can be stopped if you destroy the nuclear warheads still somewhere on this peninsula. Your next stop is the Security Base. Assign your spies with the highest SNS skills to this new area. Advance the clock until they produce a report. The Soviet Security Base report details the existence of a map to the nuclear storage facility.

Assemble your team, which should include a recruited FOX rebel. Don't completely fill the key character's inventory with items you want to keep; you need a space for new Body Armor, as well as the sought-after map.





SECURITY BASE



OBJECTIVES:

- Recruit FOX soldiers.
- Find and obtain the nuclear storage facility map.

MAP KEY

ITEM	TYPE	LEVEL	LOCATION
[A]	AK-47 (Bullet x 150)	1F	Get close to this locked room **(3)** and switch characters, selecting the box inside the room as a place to hide. Switch back to the previous character, now inside the locked room. Attract attention to get the door unlocked, and exit the room.
[B]	Stun Grenade x 5	1F	Under the bunk in the barracks.
[C]	Medical Kit(S) x 3	1F	Inside the locker in the barracks.
[D]	Ration(S) x 3	1F	In the bathroom, just inside the doorway.
[E]	Grenade x 5	1F	Inside the armory.
[F]	Body Armor	B1	Crawl through the tunnel (2) to reach the basement storage room.
[G]	?	B1	Locked inside the prison cell.
[H]	Claymore x 5	B1	On the floor of the large warehouse (it's on 1F, but it displays as B1 on the map).
[I]	Ration(S) x 3	2F	In the second-floor objective room, behind the desk.
[J]	TNT x 5	2F	In the storage room adjacent to the objective room, behind the crates.

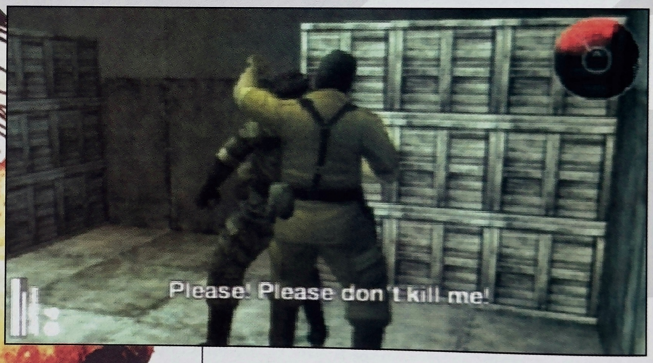
TUNNEL SYSTEM

We strongly advise capturing as many soldiers as you can during each mission, but if you capture only a few FOX units near the truck, then you might complete this mission quite quickly. The tunnel system helps you do this.

Head east from the truck and enter the trench. Follow the trench to the east end, and crawl into the crawlspace. This is one entry point **(2)** to a series of B1 tunnels.

BODY ARMOR SIDE-QUEST

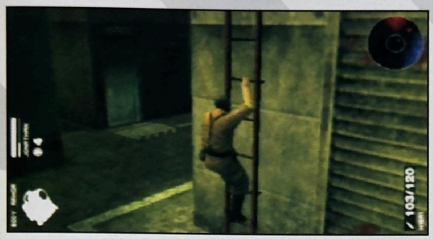
We suggest getting the Body Armor in the locked storage room before you complete this mission. Body Armor is rare, and it's a great piece of apparel to equip during any gun battle or boss fight. From the B1 tunnel's entrance point **(2)**, follow the route indicated on our map to reach a locked storage room. Rhe Body Armor **(F)** is inside. The only ways out of the locked room are to lure a soldier to open the door and dash out (not recommended), or to crawl back through the tunnel and backtrack (recommended). Equip the Body Armor.



GETTING THE MAP

From the Body Armor room **(E)** or from the tunnel entry point **(2)** near the truck **(1)**, follow the second route **(4)** on our map. You reach a clearing on the base's east side **(5)**. Climb out of the trench, using the crate to the south **(6)**. This places you on the trench's east side. You have to reach the west side, so long-jump over the trench and stand behind the armory **(E)**. Creep to the armory's north edge and peer down the west alley by manipulating the camera.

It's likely that you'll see soldiers here. If not, make a mad dash for the ladder **(7)** at the end of the building on your right. If the guards won't leave the alley, make a noise on the armory's south side to draw them away from the alley, then run for the ladder.



Turn to find the large window **(8)** on the second-level balcony. Run and long-jump through the window with a weapon in hand. Use CQC on the soldier inside, just enough to knock him to the ground.

Dash into the office **(9)** to the right (east)**.** A FOX guard inside should have his back turned. Make sure you have an empty space in your inventory, and run to the southeast corner to nab the highlighted item **(10)**: the objective map. Mission complete.

PRE-MISSION MANAGEMENT

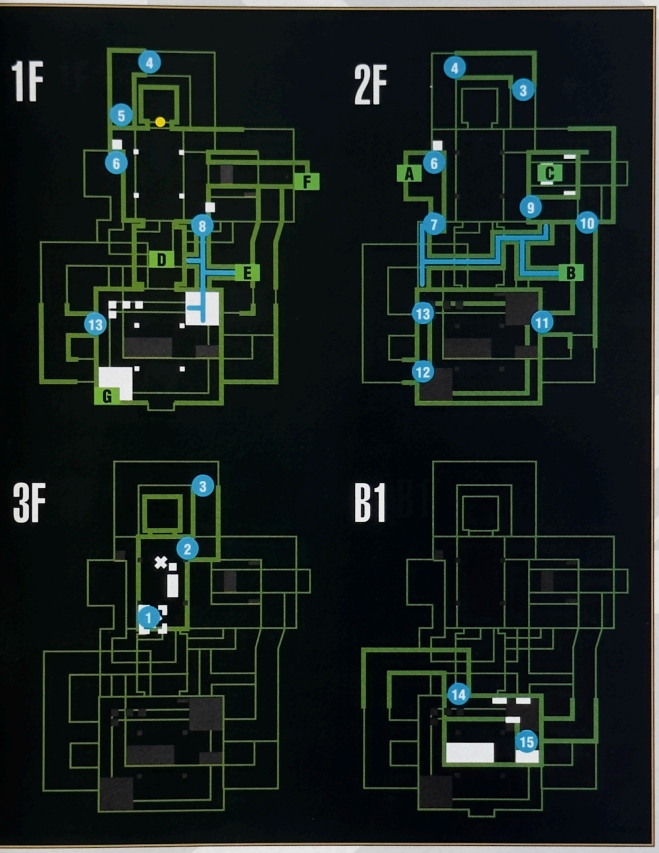
The map you obtained in the Security Base depicts the nuclear storage facility where the warheads are supposedly stored. In order to stop Gene from using Metal Gear, you must prevent the warheads from being transported out of that facility. There are reports of a team on their way to carry the nukes out—you don't have much time.

SPY UNIT REPORT: SIDE MISSION

If you have spies in the Security Base, you receive a report. It states that weapons supplied to units stationed at the Security Base come from a single source: the armory inside the base. Destroying this armory will drastically reduce the combat effectiveness of the enemy units in the Security Base.

We recommend that you complete this side-mission now, while you wait for reports from your spies at Warhead Storage. Place spies in Warhead Storage and in the Ravine. Advance the clock to receive a report, or begin the Security Base side-mission and get the report when you return. Bring TNT and Body Armor with you to the Warhead Storage facility.

WARHEAD STORAGE



OBJECTIVES:

- Recruit soldiers.
- Blow up the machine room to stop the transport of the warheads.

MAP KEY

ITEM	TYPE	LEVEL	LOCATION
[A]	Thermal Goggles x 1	2F	On the balcony opposite the guard office. Just as you enter the main base at the top of the ladder **(6)**.
[B]	AMMO(9MM T) x 100	2F	At the end of the ventilation shaft you enter **(7)** from the balcony **(6)**.
[C]	Medical Kit(S) x 3	2F	Under the desk in the guard office with the large window.
[D]	AMMO(9MM T) x 100	1F	In the large, open, garage-like room. Large shutter doors are open in this level, otherwise reached through a ventilation shaft.
[E]	TNT x 5	1F	At the end of the ventilation shaft that you enter near the main security room **(8)**.
[F]	Mosin N (Bullet x 25)	1F	In the corner at the end of short hallway, near the doorway that leads to a dead-end hallway. This is your first encounter with a sniper rifle.
[G]	Ration(S) x 3	1F	In the corner, up on the caged generator's platform.

ROUTE TO THE MACHINE ROOM

You begin this mission on the third-floor tunnel **(1)**. Give your character an open item slot and the tranquilizer gun. Proceed through the automatic door **(2)** beside the truck, and make your way through the descending hallway **(3 and 4)** to the next door **(5)**.

A cut-scene begins as you reach the doorway. A camera pans the main security room you've entered, showing the alarm pillars. Passing through these pillars triggers an alarm. Climb the ladder **(6)** to reach the balcony. Take the Thermal Goggles **(A)** and select your tranquilizer gun.

Mosin Nagant Sniper Rifle

Shoot the female FOX agent on the opposite balcony **(9)**. Also shoot the guard on the floor below the security booth window. Do not shoot the officer through the window; the noise sounds triggers an alert, even if you hit him directly in the head and drop him.

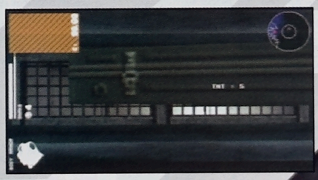
SNIPER RIFLE

Getting the Mosin Nagant (F) is vital to your success in the boss battle at the end of this mission.

Jump over the railing to the first floor and stay to the room's right side to avoid getting spotted by the officer in the security room **(C)**. Proceed into the hallway below the security room, and take the Mosin Nagant **(F)** from the dead-end hallway. The doorway near the weapon leads to a locked door. The targeted machine room is beyond the locked door. Don't worry; there's another way in.

Got TNT?

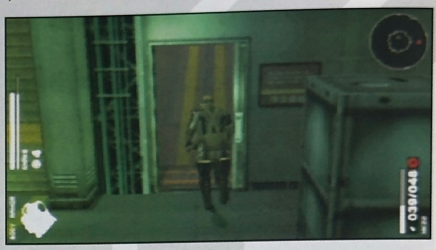
If you need TNT, find the vent shaft opening **(8)** near the ladder, below the ledge where you shot a guard up with tranquilizers **(9)**. Follow this vent to the TNT **(E)**. Continue following the vent to come out on the female FOX agent's ledge **(9)**. If you don't need TNT, just climb the ladder near the open floor vent to reach the top of the ledge.



BLOW UP THE MACHINE ROOM

Proceed through the east door **(10)** behind the security room **(C)**. Continue through the hallway and take the first right turn. Draw your weapon and approach the door **(11)** with your gun raised in first-person aim mode. When the door opens, tranquilize the officer **(12)** on the opposite side of the room. He patrols the catwalk of this large, two-story chamber.

You see another quick cut-scene—Roy suggests getting to the targeted machine in the basement. If you follow the previous hallway and enter the same room via the first-floor doorway, you'll have to pass through security pillars in the room below. Instead, follow the catwalk counterclockwise around the room. Stop just above the doorway **(13)** in the northeast corner. Hang-jump over the rail and drop down to the floor. You've avoided the security pillar alarms. Enter the doorway **(13)** and follow the hallway down and to the right to the lower doorway **(14)**.



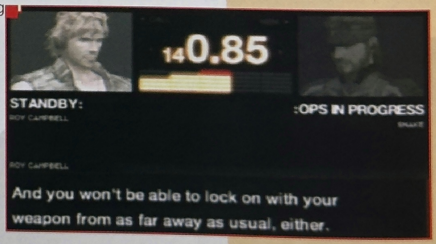
Enter the B1 machine room and find the target area in the back-left corner **(15)**. After Roy's page, set the TNT in the target area to end this objective and begin the boss battle.

BOSS FIGHT: PYTHON

Python flash-freezes the charge, preventing Snake from blowing up the machine room. It turns out that Python used to partner with Snake 10 years ago in Vietnam; he even saved Snake's life. But Python was supposed to be dead. He is very much alive, kept that way by a liquid nitrogen suit that regulates his body temperature, preventing him from burning up. The CIA has kept him alive, well-trained, and alert for the sole purpose of eliminating Snake.

ROY CAMPBELL'S ADVICE

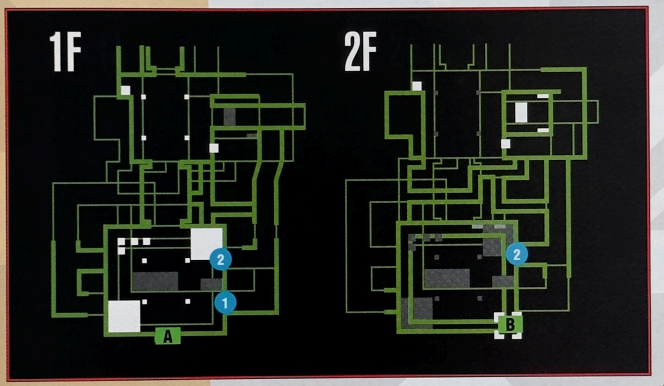
Call Roy for help as soon as you regain control after the opening boss cinematic. Roy's message: Python is using the room and the fog of freezing air to conceal himself. Don't depend on your vision, or you'll play right into his hands. Your auto-targeting range is reduced. Use the Surround Indicator in the screen's top-right corner to locate Python.



OUR ADVICE

CGC is useless; Python blocks everything you throw at him. Using conventional weapons works, but it's slow going and you'll probably either run out of ammo or he'll freeze the weapon in your hands. The key to this battle is having Body Armor and using the Mosin Nagant you retrieved from the first floor. Thermal Goggles, which you can also acquire before the boss fight (see the preceding Map Key), help you spot Python more quickly.

MAP



MAP KEY

ITEM	TYPE	LEVEL	LOCATION
[A]	AMMMO(5.56X45MM)	1F	On the floor near the south wall.
[B]	M16A1 (Bullets x 100)	2F	In the southeast corner of the upper catwalk.

The Warhead Storage facility is mostly off limits now. You have access to only the first and second floor of your current room. You can find an M16A1 assault rifle **(B)** in a corner on the 2F catwalk. It has 100 rounds. More ammo **(A)** for this rifle is on the first floor along the south wall. However, while this weapon works well in a bind, it's not the best way to defeat Python.

DEFEATING PYTHON

At the beginning of the challenge, run from Python. Go through the open doorway **(1)** and up the slope. Follow the sloping hallway to the upper catwalk **(2)** that encompasses the room. Lie down in a corner and turn to face Python's direction—he will find you and come to you. Use the Surround Indicator to determine his approach vector. Press the L Button to use the scope and press ▲ to zoom in even closer. Although Python may get in a shot or two, lying down seems to help keep you safe. The Body Armor reduces the damage he delivers.

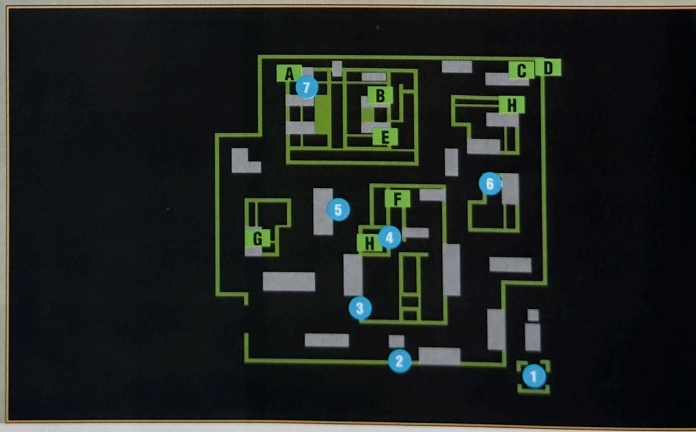
Shoot for Python's head to inflict the most damage. But don't get picky—if you have a body shot lined up, take it. The more you shoot him, the more you knock him back and prevent him from attacking. A shot to the head drains half his health. Shots to the chest and other areas claim about 10% of his health. Keep shooting and reloading until he drops. In the end, Snake saves his life and takes him back to base. Python becomes a playable character once his recovery is complete.

completed

SIDE MISSIONS

HOSPITAL: BOMB DISARMAMENT

This side-mission unlocks when you deploy capable spies to the Hospital. The report reads: "Urgent! Report from the resident doctors at the hospital. Soldiers under the command of Gene may have planted multiple bombs at the hospital. If you determine that bombs have in fact been planted, disarm them at once. The hospital staff has not been informed of this incident."



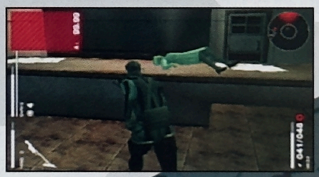
MAP KEY

ITEM	TYPE	LEVEL	LOCATION
[A]	Magazine x 5	1F	Under a cot in a hospital room.
[B]	Ration(L) x 3	1F	Between cots in a hospital room.
[C]	Ration(L) x 3	1F	Behind a container in the corner, near the perimeter wall.
[D]	AMMO(9MM T) x 100	1F	Between perimeter walls in the southeast corner.
[E]	Medical Kits (S) x 3	2F	In the second-floor office, behind the large desk.
[F]	AMMO(9MM T) x 100	2F	On the rooftop.
[G]	Claymores x 5	1F	In the narrow crawlspace under this building.
[H]	Medical Kit(S) x 3	1F	Moves between random locations inside the buildings.

Dogs & Doctors

Before you start this mission, equip your soldiers with mine detectors—if you have them. If you don't, you'll be okay if you use our map to find the claymores. The mine detectors beep as you approach the landmines. To disarm a landmine, get down on the ground and crawl over it. There are no enemy soldiers in this level, so you needn't worry about getting spotted or shot. But you do have to contend with biting guard dogs—shoot 'em. Making noise alerts this level's female doctor (there's only one human). If you spot her, knock her out with a tranquilizer, a chokehold, or with CQC. This keeps her from running over any claymores.

You begin this mission in the lower southeast corner **(1)**. Crawl through the small hole in the wall **(2)** to reach the building where the doctor is quickly, before she walks over a mine. First, clear the mine from the entrance **(3)**, then enter, and then find and sedate the doctor. Disarm the claymore in the closet room **(4)**, and then the one under the truck outside **(5)**.



Sometimes, you need only to disarm a few of them, but do so in the order we've listed to complete the level with the doctor's safety in mind. There's a claymore in a crawlspace under the building **(6)** and another on the north building's second floor, in an office behind a row of low filing cabinets **(7)**.

RAIL BRIDGE: M37 SHOTGUN

This mission unlocks after you complete Operation: Diversion to distract troops from the Rail Bridge. Your objective is to retrieve the M37 Shotgun ("C" on Rail Bridge mission map). The weapon appears at the Rail Bridge after you complete Operation: Diversion. If you acquire the shotgun at that time, this side-mission is complete. See the second "Rail Bridge" mission for details.

SOVIET PATROL BASE: PRISONER DETECTED

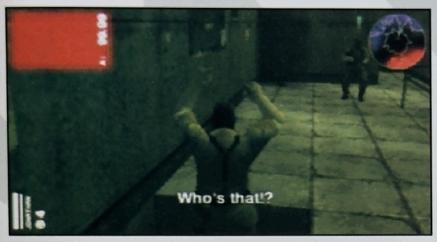
Deploying capable spies to the Soviet Patrol Base and completing the second Rail Bridge mission unlocks this side-mission. Spy Unit Report: "We have confirmed the presence of a soldier being held captive in a jail cell located in the enemy frontline patrol base.

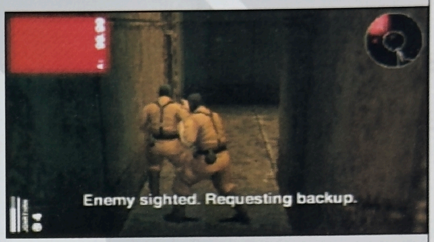
MAP KEY

ITEM	TYPE	LEVEL	LOCATION
[A]	Rations(S) x 3	1F	In the perimeter corner, behind a crate stack.
[B]	Ration(S) x 3	2F	On the crates atop the main building's roof.
[C]	Magazine x 5	B1	In a cell tunnel nook.
[D]	M16A1 (Bullet x 100)	1F	In the corner of the main building, near the cell tunnel entrance.
[E]	Grenade x 5	1F	In the blown-up armory building.

Rescue Mission

You begin this mission in the base's northwest corner **(1)**. Use a Soviet soldier character to pass the Soviet soldiers undetected. Enter the main building and climb down the hole in the floor **(2)** to the cell tunnel.

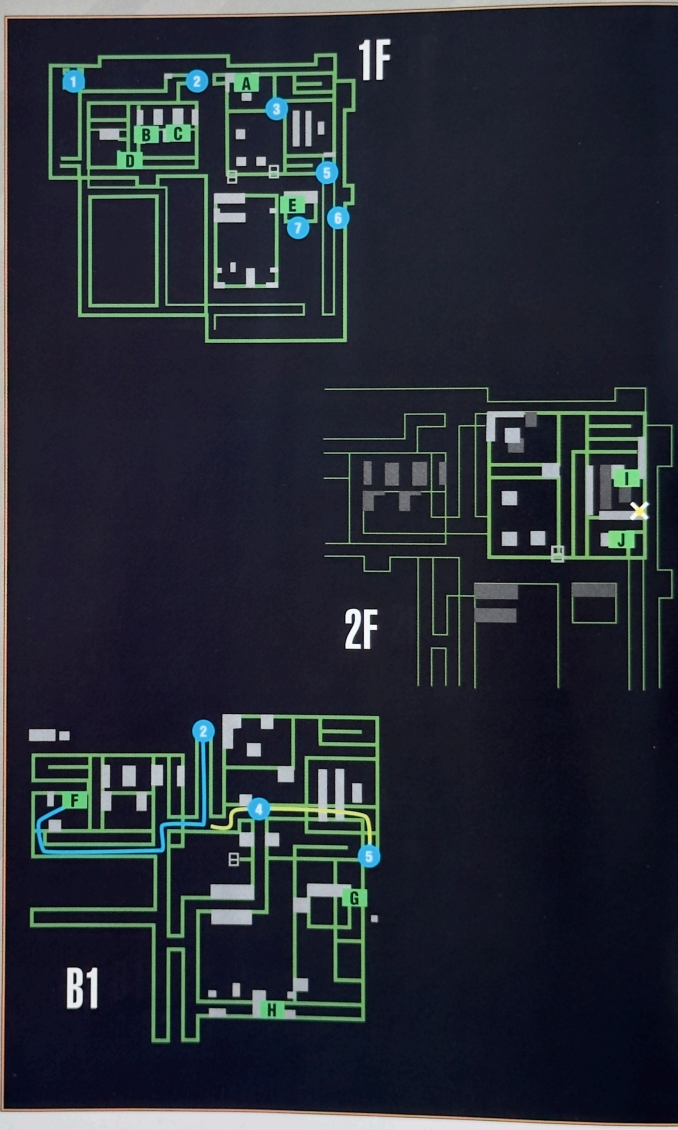




Choke the guard and shake him down for the Key A item. Approach the cell with the key in your inventory (you may have to drop an item to pick it up). Push open the cell door **(3)** and approach the Soviet officer inside to complete the mission. This officer is added to your inventory of prisoners immediately. He has a high medic score. Place him in the field of...medicine.

SECURITY BASE: ARMORY SABOTAGE

If you have spies at the Security Base, you receive a report after you complete the Security Base for the first time. The report says that weapons supplied to units stationed at the Security Base come from a single source: the armory inside the base. Destroying this armory drastically reduces the combat effectiveness of the enemy units in the Security Base.



MAP KEY

ITEM	TYPE	LEVEL	LOCATION
[A]	AK-47 (Bullet x 150)	1F	Get close to this locked room **(3)** and switch characters, selecting the box inside the room as a place to hide. Switch back to the previous character now, inside the locked room. Attract attention to get the door unlocked and exit the room.
[B]	Stun Grenade x 5	1F	Under the bunk in the barracks.
[C]	Medical Kit(S) x 3	1F	Inside the locker in the barracks.
[D]	Ration(S) x 3	1F	In the bathroom, just inside the doorway.
[E]	Grenade x 5	1F	Inside the armory.
[F]	Body Armor	B1	Crawl through the tunnel (2) to reach the basement storage room.
[G]	?	B1	Locked inside the prison cell.
[H]	Claymore x 5	B1	On the floor of the large warehouse (it's on 1F, but it displays as B1 on the map).
[I]	Ration(S) x 3	2F	In the second-floor objective room, behind the desk.
[J]	TNT x 5	2F	In the storage room adjacent to the objective room, behind the crates.

Destroying the Armory

Your starting position **(1)**, along with the enemy and item positions, are unchanged from when you completed Security Base the first time. The only difference is that the male FOX guards have been replaced with female FOX guards, so be sure to capture a few of the ladies. Also, there is no FOX soldier in the room with the Ration **(I)** on the second floor, where the map was located.

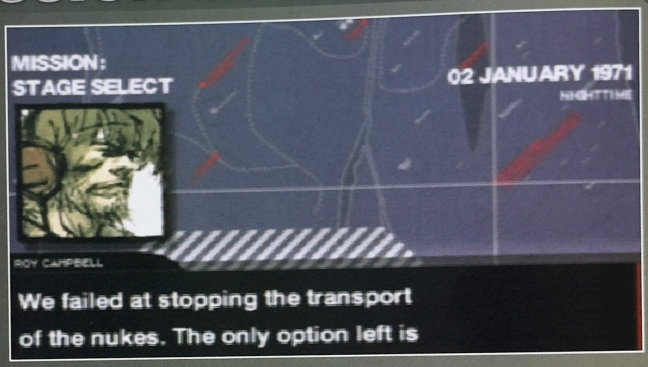
Find the "X" (Armory) on your first floor-map of the base; it's marked as **(7)** on our map. Follow the same tunnel route you did the last time **(2, 4, and 5)**, only make sure to carry TNT this time. Or you can find some in the second-floor storage room **(J)**, beside the room where you found the nuclear facility map. If you collected the Body Armor **(F)** the last time you came through, it won't be there now.

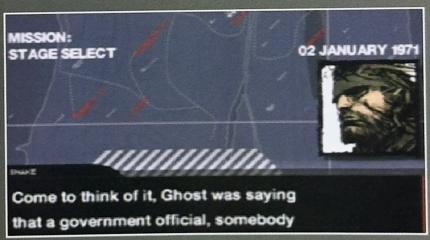
Climb out of the trench using the crate **(6)** to reach its east side. Long-jump over the trench, enter the Armory **(7)**, plant the TNT, clear out, and detonate the charge to complete the mission.

PRE-MISSION MANAGEMENT

When you return to base after schooling and recruiting Python, Roy Campbell informs you the enemy has already transported the nuclear warheads. The launch must still be prevented, but now the only way to do this is to destroy Metal Gear itself. The problem is no one but the enemy knows where it's stored. The good news is that it's too large a weapon to hide.

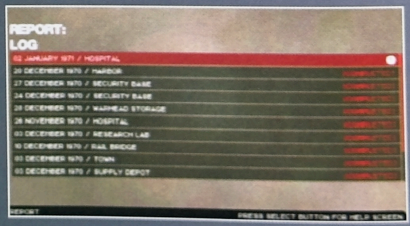
Luckily, Ghost knows an officer at the Harbor with crucial information. The Storage Facility and the Airport are possible locations for Metal Gear, but the Airport's whereabouts are still a mystery.





SPY UNIT REPORT: HOSPITAL

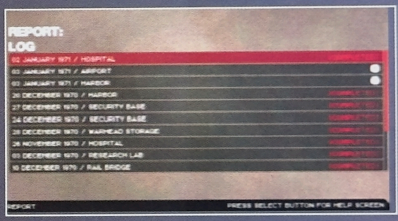
After Campbell and Snake's conversation, a new spy report is received. The report is from the Hospital (provided you have spies there). "Direct visual confirmation of multiple military and civilian aircraft has helped to identify the location of the airport."



Access the Briefing Menu and place competent spies in the four slots of the now-available Airport location. If you need to, move spies with high SNS scores from other areas to the Airport and the Harbor. Advance the clock until you receive a report from these two areas.

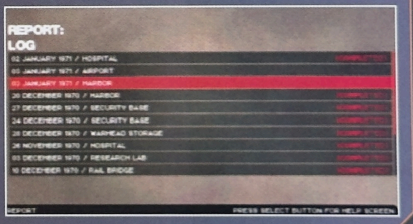
SPY UNIT REPORT: AIRPORT

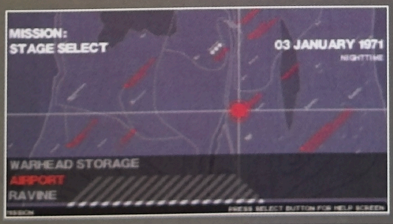
The received Airport report unlocks the Airport mission. A government official has been sighted at the Airport. "We have also confirmed the presence of a high-ranking officer." He would have to know something about Metal Gear and its location.



SPY UNIT REPORT: HARBOR SIDE-MISSION

The report from the Harbor opens a Harbor Side-Mission (see Chapter 2 Side-Missions for details and tips). The report: "Several maintenance personnel have been seen at the Harbor. They are believed to be assisting in the transport of Metal Gear."





At this point, you can begin the required mission "Airport" or play the Side-Mission "Harbor: Maintenance Personnel Sighted."

AIRPORT

OBJECTIVES:

- Recruit soldiers.
- Interrogate government official for information on Metal Gear.

MAP KEY

ITEM	TYPE	LEVEL	LOCATION
[A]	Medical Kit(S) x 3	1F	In a locked room accessible only via interior second-level ramp.
[B]	Medical Kit(S) x 3	1F	In a room accessible only from second-level hallway ramp.
[C]	M870 (Bullet x 30)	1F	In the corner behind terminal anteroom.
[D]	AMMO(12GUAGE) x 50	1F	Under the bench in the same room with the M870 shotgun.
[E]	Magazine x 5	1F	At the end of the east alley.
[F]	Ration(S) x 3	1F	In the west alley nook.
[G]	Medical Kit(S) x 3	1F	Behind the terminal desk.
[H]	Ration(S) x 3	2F	In the second-level northeast room, near first-level access ramp.
[I]	Ration(S) x 3	2F	Beside the second-level pillar.
[J]	Ration(S) x 3	2F	At the very end of the narrow second-floor hallway.

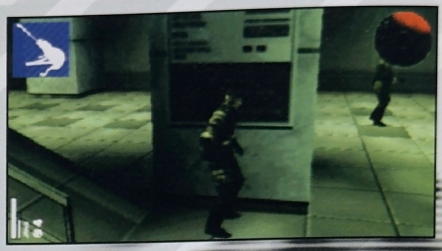
EXTERIOR TERMINAL

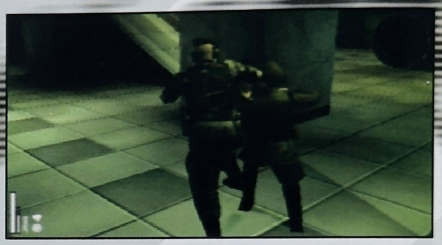
You begin this mission in the southwest corner **(1)** of the map. Select a FOX soldier for this first attack. The soldier **(2)** guarding the terminal is a FOX rebel. Walk up to him, get behind him, choke him, and drag him to the truck. This is the only enemy outside. Now you can run around the building freely to get the Magazines **(E)** or the Rations **(F)**. With all the carrying you'll be doing, you'll need those rations.

TERMINAL: FIRST FLOOR

Enter the terminal through the westernmost door and sneak behind the first large pillar **(3).** An officer patrols this area **(4).** Sneak back and forth behind the pillar to remain hidden. As the officer moves east, sneak around and place him in a chokehold. Choke him and drag him outside to the truck.

Move back inside and stand on the south side of the pillar **(5)** next to the west ramp that leads to the second level. Sneak up and choke the officer patrolling this area **(6)** when his back is turned. Drag him to the truck outside **(1).** Return to this area and enter the back room to find a nice shotgun, the M870 **(C)**, and some shells **(D)** under the bench in the same room.



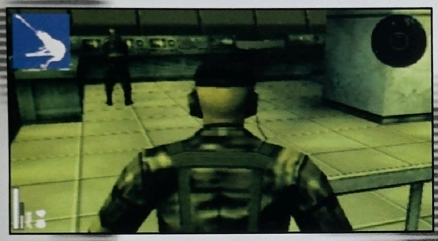


TERMINAL: SECOND FLOOR

Head upstairs and knock on the right side of the door **(7).** Sneak behind the pillar **(8)** near the Rations **(I).** When the officer passes through the doorway and turns to face the wall where you knocked, sneak up and choke him. Drag him to the truck. It's a long way, but it's worth it. Return to the room he exited and enter the west hallway. Enter the next room **(9)**. Walk slowly up the ramp to the third level **(10).**

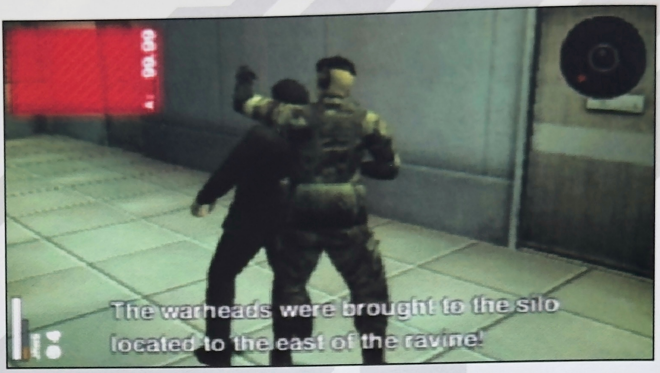
TERMINAL: THIRD FLOOR

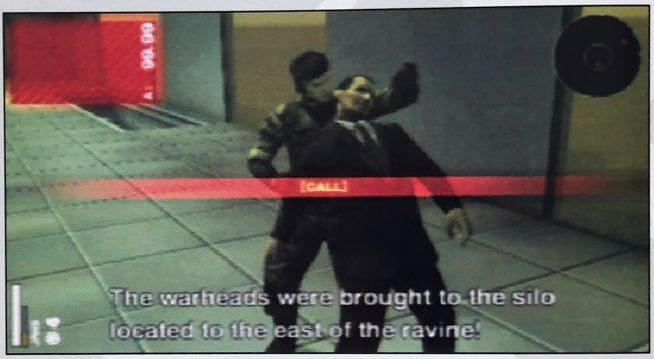
As you ascend the stairs, you can see the government official **(12)** in the back-right corner. His back is to you. A large pillar is in the middle of the room **(11)** and a FOX rebel patrols the left side of the room. If you are using a FOX soldier, you can approach him without alerting him. If not, try using magazines to lure him downstairs into a trap.



Stand behind the pillar **(11)** facing the FOX guard so you cannot see the government agent. Sneak up behind the guard when his back is to you. If he faces you, stop sneaking or he'll identify you. Choke him.

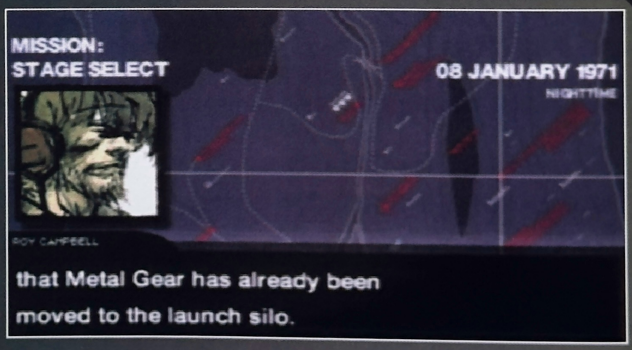
It's okay if it ends up in a fight—all of his comrades are in the back of your truck. The official will run, but you can catch up to him. Get behind the official and put him in the chokehold. Interrogate him by pressing the L Button. Information is extracted and the mission is complete.

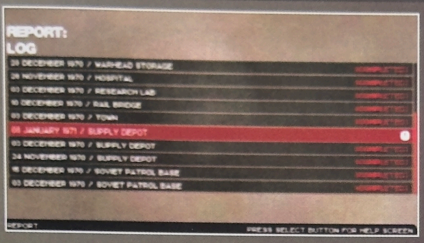




PRE-MISSION MANAGEMENT

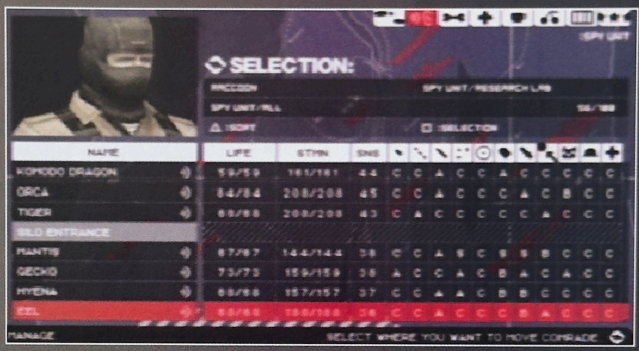
Roy Campbell assesses the current situation, giving you a quick recap on where everything stands. In short, the warheads that are to be loaded into Metal Gear have been delivered to the ballistic missile launch silo. They assume that Metal Gear has also reached the silo. The government official extracted from the airport has given up the silo's location.



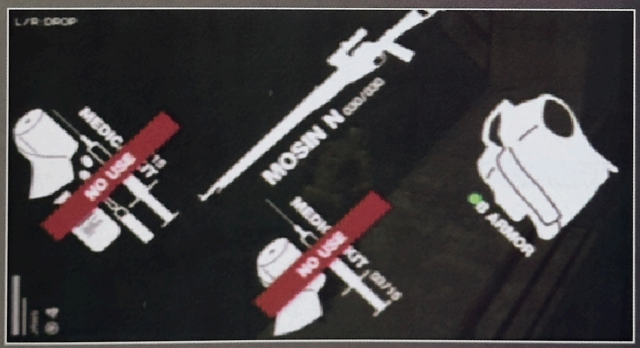


If you kept spies at the Supply Depot, they will have uncovered the existence of a prisoner in need of rescue. This side-mission can be completed at your leisure. For details and tips, see "Supply Depot: Prisoner Confirmed" in the Side-Missions section at the end of this chapter.

"Silo Entrance" is now available. In the Briefing menu, place competent spies in all four Silo Entrance slots and advance the clock. A report is received. It's a warning that the Perfect Soldier has been sighted at the Silo and to exercise extreme caution.



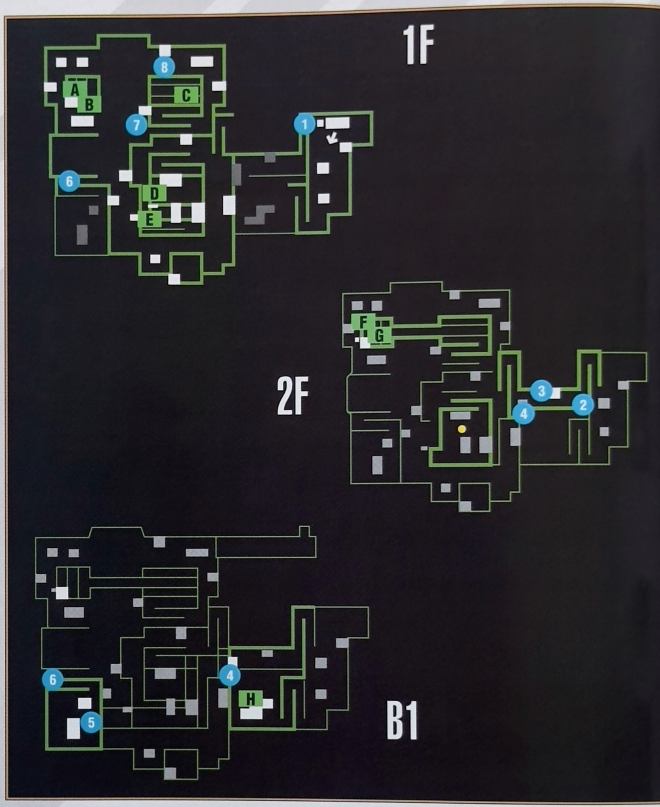
Assemble a crew. You must prepare for a boss fight now; you do not return to base after this mission. Your main character should be a FOX soldier armed with a sniper rifle (the Mosin Nagant), Body Armor, and the last two slots filled with a small *and* large Medical Kit. Use the small kit first to free a space to get the new sniper rifle (SVD) during the boss fight, which immediately follows this mission. Snake does not return after the boss fight, so unequip the MK22 in order to allow someone else to use tranquilizers for the Snake rescue.



SILO ENTRANCE

OBJECTIVES:

- Find a way into the underground missile complex.
- Get to the target zone.

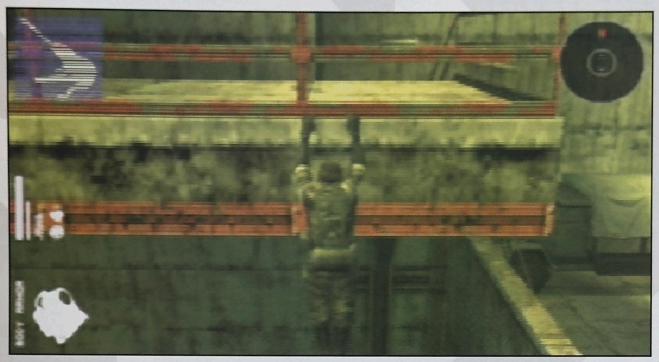


MAP KEY

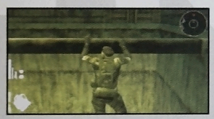
ITEM	TYPE	LEVEL	LOCATION
[A]	Chaff Grenade x 5	1F	Inside the storage house.
[B]	AMMO(9MM T) x 100	1F	Under the storage house.
[C]	?	1F	In the building that's inaccessible during this mission.
[D]	Claymore x 5	1F	Inside the guard station.
[E]	Stun Grenade x 5	1F	Inside the guard quarters.
[F]	Stun Grenade x 5	2F	Storage house rooftop.
[G]	RPG-7 (Bullet x 10)	2F	Storage house rooftop.
[H]	Claymore x 5	B1	On top of a large shipping container in the recessed area. Long jump from the nearby slope to land northeast of the container.

QUICK & SIMPLE

Use a FOX soldier to stealthily move through the entire level; there are nothing but FOX guards in this mission. Don't do anything foolish, and you won't get spotted. If you need to recruit FOX soldiers, this is not the best place to do it; it's a long haul from the guards to the truck.



Have your FOX soldier equipped for the boss fight with Null that follows this mission (see Pre-Mission Management for prep tips). Instead of running past or choking the guard behind the crates **(3)**, run up the ramp in front of the truck **(1)**. Stop at the top of the ramp **(2)** where the guard **(3)** can't see you. Jump over the second-floor railing **(2)**. Hang there and be ready to press ⓐ the moment you let go (Ⓧ) of the edge. This allows you to grip the pipe below as you fall.

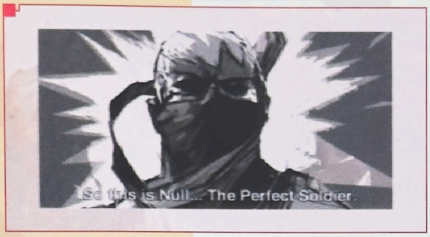


Shimmy along the pipe to the left while manipulating the camera to see below your feet. Shimmy to the end of the pipe and then drop (✕) down onto the crate at the mouth of the raised B1 tunnel **(4)**.

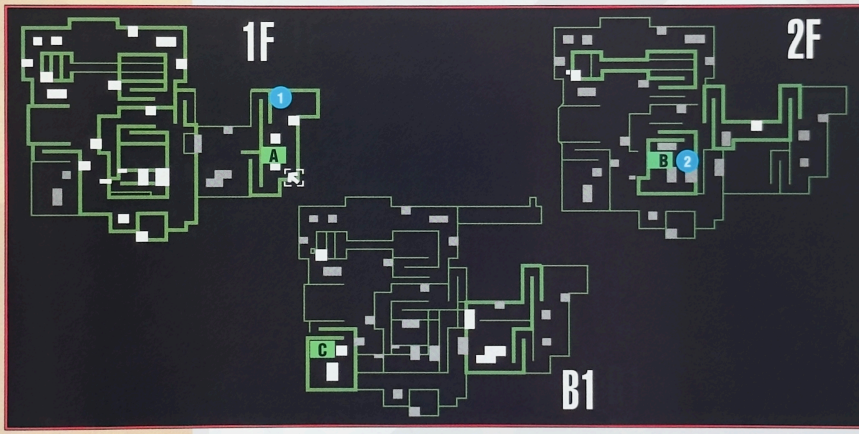
Follow the tunnel to the clearing **(5)** and climb the ramp to ground level **(6)**. The only soldier you see along this route is just to your right between the buildings **(7)**. He's FOX, you're FOX—no problems. Run to the blue target area on the north side of the northernmost structure **(8)**. The boss battle with Null begins.

BOSS FIGHT: NULL

The spies were right; the culture tank contained the perfect soldier, Null. As you find the entrance to the underground missile silo, Null is released and stops you in your tracks. You fire several rounds, but each bullet is skillfully and frightfully blocked by a blinding swing of his glinting sword. Null has an incredible rushing slash attack and can block most anything with lightning speed. He has an incredible leap that affords him quick access to high ledges and rooftops. If you hide, he will track you by sound. You can hide and sneak up behind him, but as soon as you attack, he quickly blocks to prevent another cheap shot.



MAP



MAP KEY

ITEM	TYPE	LEVEL	LOCATION
[A]	AMMO(7.62X54R) x 50	1F	Near your truck.
[B]	SVD (Bullet x 50)	2F	On top of the guard station.
[C]	AMMO(7.62X54R) x 50	B1	In the recessed area at the bottom of the slopped tunnel—accessible only by hang-jumping down from the pipe.

BOSS MAP

The entire level is accessible during this boss fight, but the items that appeared during the mission are no longer available. The boss map contains three items: the SVD sniper rifle (B) is always located on the top of the guard station; the other two items are always ammo for this weapon, but they are randomly placed on the map. With spies in place, items can be viewed via the Pause menu map.

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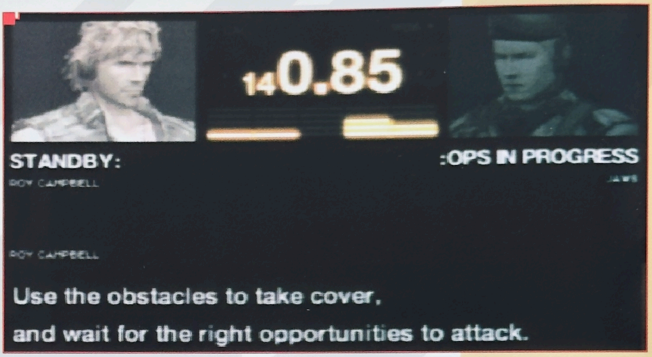
ROY CAMPBELL'S ADVICE

You'll never survive a frontal attack. Use the obstacles to take cover, and wait for the right opportunity to attack.



OUR ADVICE

Null has an Achilles' heel…literally. His feet are his weakness. Null blocks just about everything you can shoot at him. An occasional assault rifle bullet may slip through his defense. But this isn't good enough. You must either sneak up behind him and shoot him in the back (do this with the SVD and you'll chip chunks of his health away) or hit his most vulnerable area: his feet. He blocks every part of his body except for his back and his feet. You can attack his back, but he quickly guards it. However, he just can't seem to reach low enough to protect his feet.

DEFEATING PYTHON

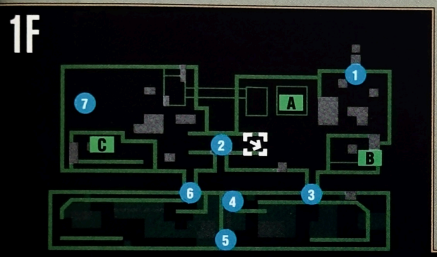
Equip your Body Armor ASAP. Get the SVD sniper rifle **(B)** from the top of the guard station **(2)**; it has an incredible rate of fire for a sniper rifle. The SVD seems to inflict the most damage out of all the available weapons. The RPG-7 is adequate, but it's too slow.

Run to your truck **(1)** and crawl under. Shoot a few rounds to draw Null to the sound. Select the SVD and nail Null's feet. If you're standing upright, you can take him out with only about five shots to the feet. If you're lying down (for example, under the truck), it will take many more shots to defeat him (it's an angle thing). If you're brave and quick, you can shoot him in the feet as you stand in the open. Try this from a narrow alley to restrict Null's side-to-side dodging maneuvers. Once you drain all his health you win the fight, but you lose your freedom. Snake is captured after fighting Null.

completed

SIDE MISSIONS

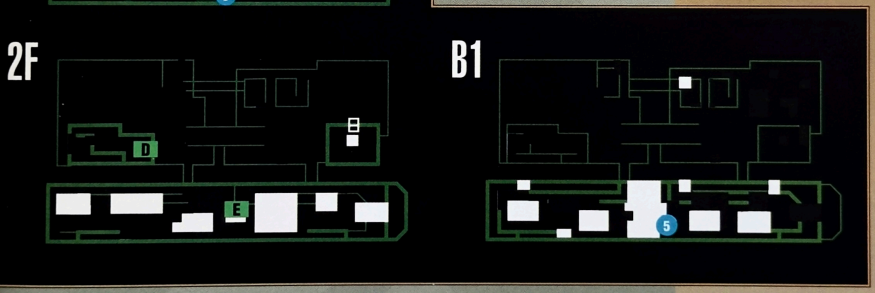
HARBOR: MAINTENANCE PERSONNEL SIGHTED



This mission is unlocked after you return from the Python boss fight—as long as you have spies stationed in the Harbor. The report: "Several maintenance personnel have been seen at the Harbor. They are believed to be assisting in the transport of Metal Gear."

OBJECTIVES:

- Interrogate the enemy officer.



MAP KEY

ITEM	TYPE	LEVEL	LOCATION
[A]	Claymore x 5	1F	Under the guard tower.
[B]	Magazine x 5	1F	Inside the cargo building.
[C]	Claymore x 5	1F	Under the table inside the dock house.
[D]	TNT	2F	On the dock house balcony.
[E]	C Box	2F	On top of some crates. Use a long jump from the adjacent crates to reach it.

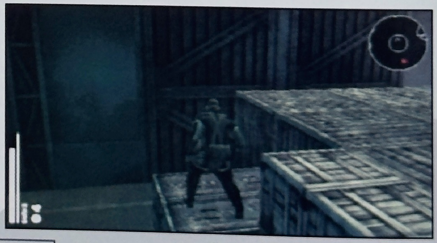
Barricaded Bridge

You begin this side-mission in the northeast **(1)**. The pedestrian bridge **(2)** is blocked by a couple of large shipping crates. The officer to interrogate is on the west platform **(7)**. The shortcut crawlspace in the recessed area west of the guard tower **(A)** is also blocked.

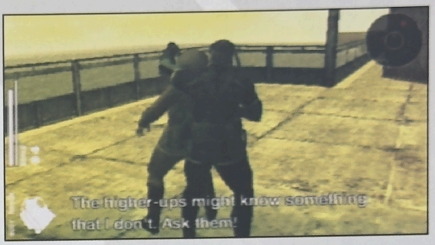
You must go the long way around to reach your mark. This officer is the only soldier on the map. Scientists aboard the ship scream for help if they see you. The officer **(7)** is the only one in the vicinity to come to their rescue.

The Ship

Board the ship **(3)** and turn right on the catwalk. Instead of following the ramp down to the end, jump over the edge of the railing **(4)**. Jumping the rail allows you to avoid the first scientist altogether. Head west on level B1 and, using the lowest crate as a step **(5)**, climb over the crates dividing the ship.

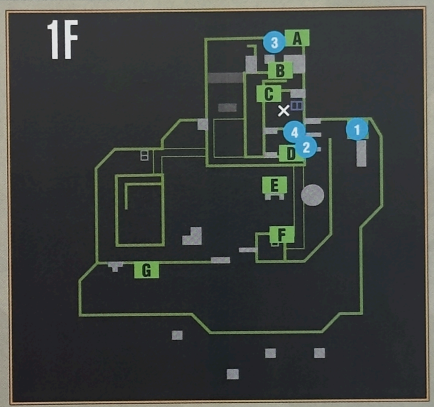


Watch out for the second scientist at the ship's far west end. Follow the ramp up to the exit **(6)**. Use the crates outside near the dock house to sneak up behind the officer **(7)** when his back is turned. Get him in a chokehold and interrogate him to complete the mission (hold the L Button while holding the officer in a chokehold).



SUPPLY DEPOT: PRISONER CONFIRMED

This mission is unlocked after you return from the Airport—as long as you have spies stationed at the Supply Depot. Bring TNT or reserve an empty space to pick up the TNT that you find during the mission. Spy Unit report: "We have confirmed the presence of a detained soldier inside the supply depot."

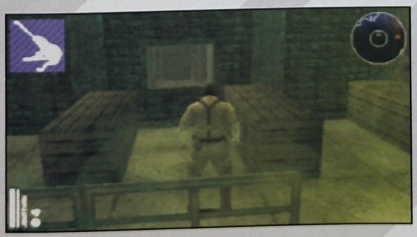


OBJECTIVES:

- Rescue the prisoner.

MAP KEY

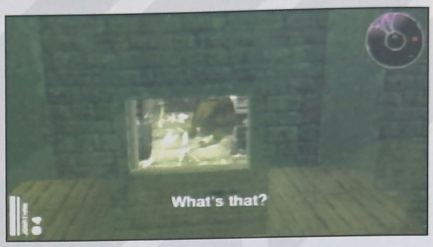
ITEM	TYPE	LEVEL	LOCATION
[A]	TNT x 5	1F	On top of the corner crate.
[B]	AMMO(.32ACP) x 300	1F	Between crates on the platform near the TNT.
[C]	Medical Kit(S) x 3	1F	Cannot retrieve this item during this mission, as the prisoner in this room triggers mission completion.
[D]	AMMO(.32ACP) x 300	1F	Inside the storage room with the cracked wall.
[E]	AMMO(7.62X39MM) x 400	1F	On top of the wood pile.
[F]	AMMO(7.62X39MM) x 400	1F	Inside the guard house.
[G]	AMMO(.45ACP) x 100	1F	On a crate before the half wall.

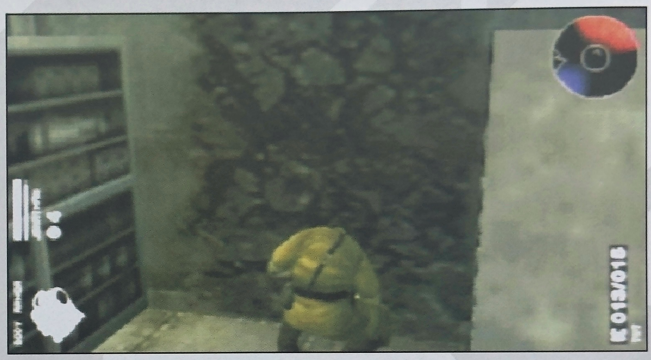


Rescue Mission

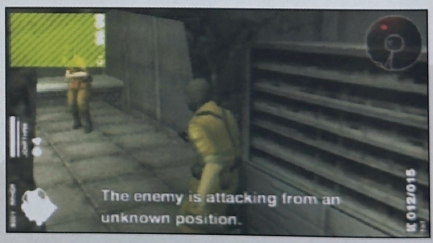
Use a Soviet soldier to move among most of the guards in this mission. A few officers loiter about: one around the target north building on the first floor, and a few on the second level where you don't need to go anyway.

The quickest and most enjoyable way to complete this mission is to ascend the ramp near the truck **(1)** and jump through the window **(2)** into the storage room. This raises an alert, but no one can reach you by the time you've freed the prisoner...unless you forget TNT. If you need TNT, go to the north end of the building **(3)**, climb the crate, acquire the TNT **(A)**, and then return to the storage room **(2)**.





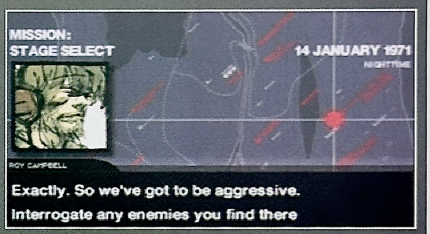
Place the TNT below the cracked wall **(4)** and stand near the doorway to avoid the blast. Detonate the TNT and enter the next room through the hole in the wall. The prisoner is inside. The mission is completed once you enter the room.



PRE-MISSION MANAGEMENT

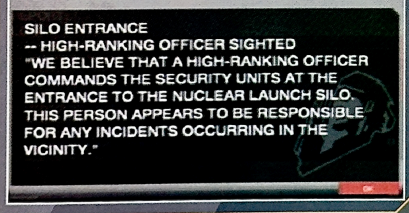
Snake is ambushed by FOX rebels moments after wounding Null to the point of certain defeat. The encroaching guards prevent Null from taking Snake's life.

Back at base, Campbell orders your team to search for Snake at the Silo Entrance and to interrogate anyone you can to find where they've detained him. A report is received from the Silo Entrance...

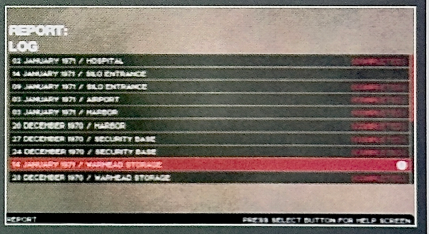


SPY UNIT REPORT: SILO ENTRANCE

"We believe that a high-ranking officer commands the security units at the entrance to the nuclear launch silo. This person appears to be responsible for any incidents occurring in the vicinity."



With spies placed at Warhead Storage, you receive a report that opens the side-mission, "Warhead Storage: Maintenance Crew Sighted." See the "Side-Missions" section at the end of this chapter for details.

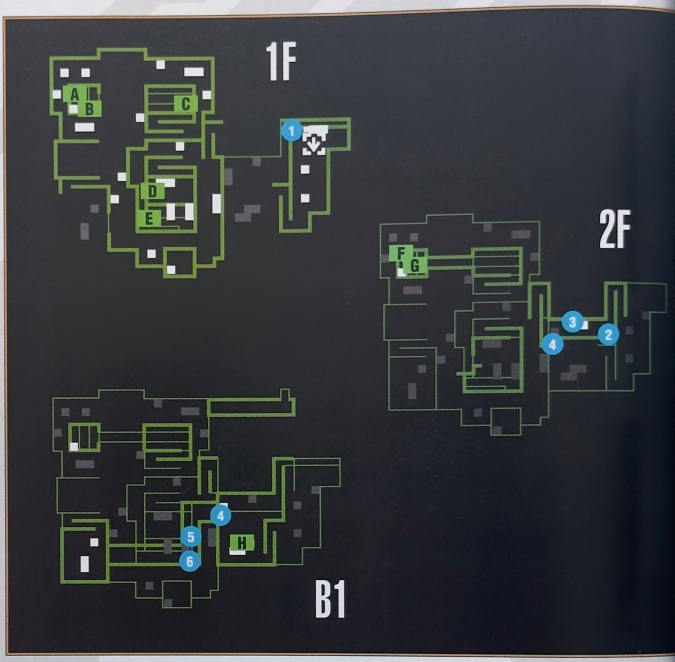


Assemble a new crew, replacing Snake with your best available character. Begin the side-mission or head back to Silo Entrance to find Snake.

SILO ENTRANCE: THE SEARCH FOR SNAKE

OBJECTIVES:

- Recruit FOX rebels.
- Interrogate until you learn Snake's whereabouts.

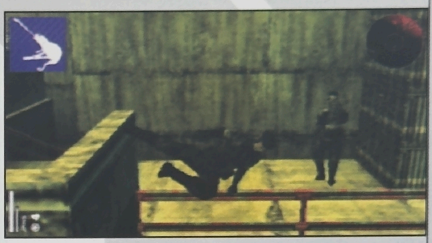


MAP KEY

ITEM	TYPE	LEVEL	LOCATION
[A]	Chaff Grenade x 5	1F	Inside the storage house.
[B]	AMMO(9MM T) x 100	1F	Under the storage house.
[C]	Chaff Grenade x 5	1F	In the building that was inaccessible your last time here.
[D]	Claymore x 5	1F	Inside the guard station.
[E]	Stun Grenade x 5	1F	Inside the guard quarters.
[F]	Stun Grenade x 5	2F	Storage house rooftop.
[G]	RPG-7 (Bullet x 10)	2F	Storage house rooftop.
[H]	Claymore x 5	B1	On top of a large shipping container in the recessed area. Long jump from the nearby slope to land northeast of the container.

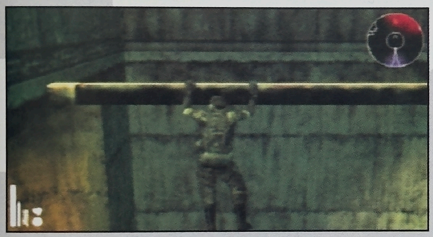
OFFICER INTERROGATION.

This mission takes place on the same map (including the items) as the last Silo Entrance mission. The only difference is the presence of one officer amongst all the FOX rebel guards. The rebel guards have no worthwhile information. The officer is the key to discovering Snake's location.

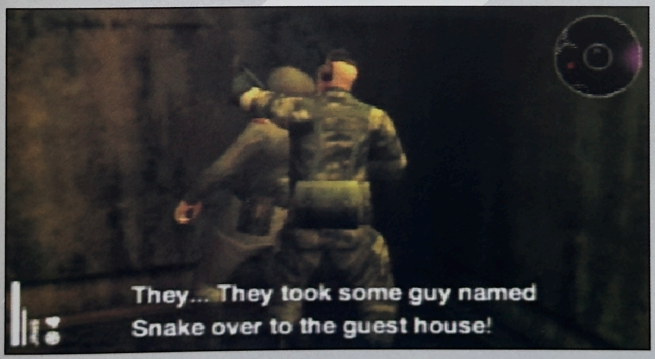


QUICK ROUTE TO THE OFFICER

Use a FOX soldier. From the truck **(1)**, ascend the ramp, jump over the rail **(2)**, and hang-jump and grab onto the pipe below **(4)**. Shimmy all the way to the left and drop down on the crate before the tunnel entrance. Sneak around the tunnel's first corner and hide behind the first crate **(5)**. Manipulate the camera around the crate to spot the officer **(6)**.



When he faces the corner, sneak up behind him and get him in a chokehold. Press the L Button to interrogate him and complete the mission. He says Snake is being held in the Guest House.

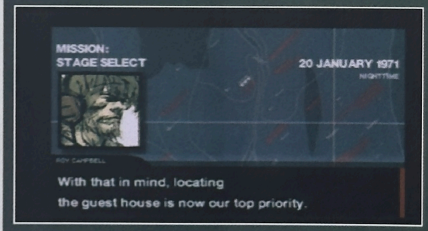


You reach a tantalizing and revealing story at the end of this mission. Gene visits Snake in the interrogation room. Gene rambles...the CIA is giving Metal Gear to the Russians to maintain the balance of power. This is why Gene staged a rebellion.

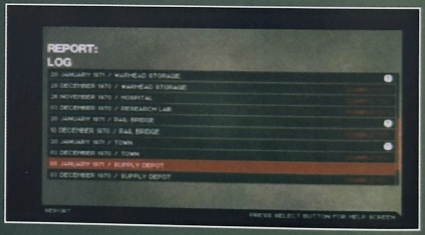
Gene was created by the United States' Successor Project. He was intended to be the Perfect Battlefield Commander. His voice is endowed with a special power. The soldier they chose as the model leader was the legend herself, The Boss. Snake inherited the title "Big Boss." He was her successor. In Gene's eyes, this makes him and Snake like brothers. For this reason, Gene refuses to end Snake's life.

PRE-MISSION MANAGEMENT

Roy confirms the location of Snake in the Guest House. He is reluctant to send in a team before they know exactly where the Guest House is. Locating the Guest House is top priority.

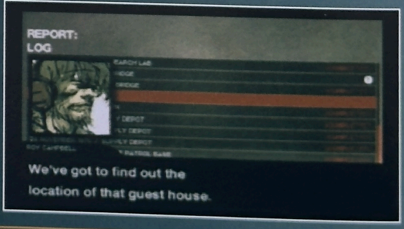


Three reports arrive—that is, if you have spies at all of the following locations: Town, Rail Bridge, and Warhead Storage.



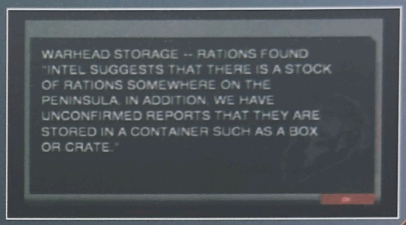
SPY UNIT REPORTS: TOWN & RAIL BRIDGE MISSIONS

The Town report reveals government officials sighted there. The Rail Bridge report tells of a map showing the route to the Guest House being delivered to the Rail Bridge security guards. You can now begin the Town mission or skip it by jumping to the Rail Bridge mission to get the map. If you finish the Rail Bridge mission, there will be no Town mission, and vice-versa. No matter which mission you chose to enter first, you see the same intro and outro cut-scenes.

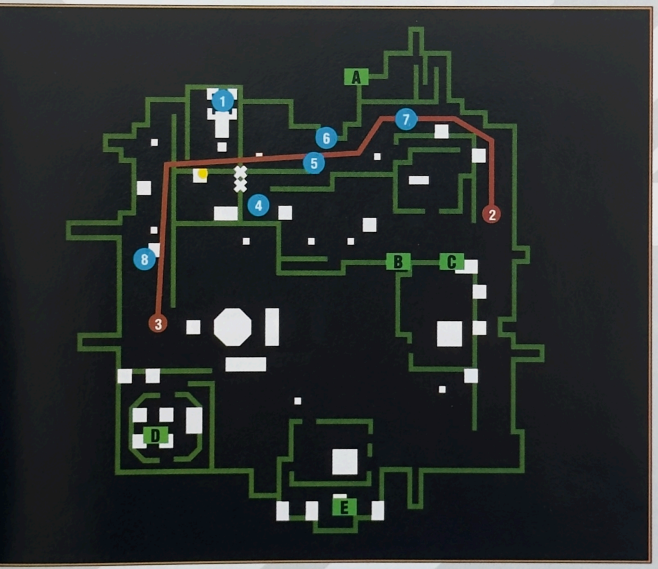


SPY UNIT REPORT: WARHEAD STORAGE SIDE-MISSION

The Warhead Storage report opens a side-mission in Warhead Storage. A stock of rations has been confirmed somewhere within the facility. See the "Side-Missions" section at the end of this chapter for details. As you prepare your team for this mission, bring TNT or an RPG to blow open the large shipping container.



TOWN: THE SEARCH FOR THE GUEST HOUSE



OBJECTIVE:

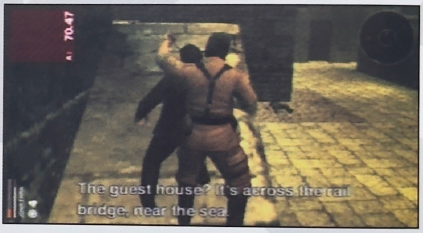
- Interrogate an official to discover the location of the Guest House.

MAP KEY

ITEM	TYPE	LEVEL	LOCATION
[A]	AMMO(7.62X39MM) x 400	1F	On the highest balcony, accessible via multiple ramps.
[B]	AMMO(9MM T) x 100	1F	In the small wall nook beside the bus.
[C]	TNT x 5	1F	Under the corner bench inside the building.
[D]	AMMO(7.62X39MM) x 400	1F	Between the covered crates on the raised platform.
[E]	AMMO(9MM T) x 100	1F	Under the table in the back of the room.

GO WITH SPEED

You have limited time to find and interrogate the official before he leaves. You fail the mission if he gets away. Your truck **(1)** is parked in the northeast section of town. The government official begins his walk from the east **(2)**, walks west, and then south **(3)**. A FOX rebel escorts him the entire way. If you do not interrogate the official before he leaves, the mission fails. Four Soviet soldiers stand guard at various positions **(4 through 7)**. If you use a Soviet soldier as your character, you can sneak around the entire map without getting spotted, except when you approach the official's escort.

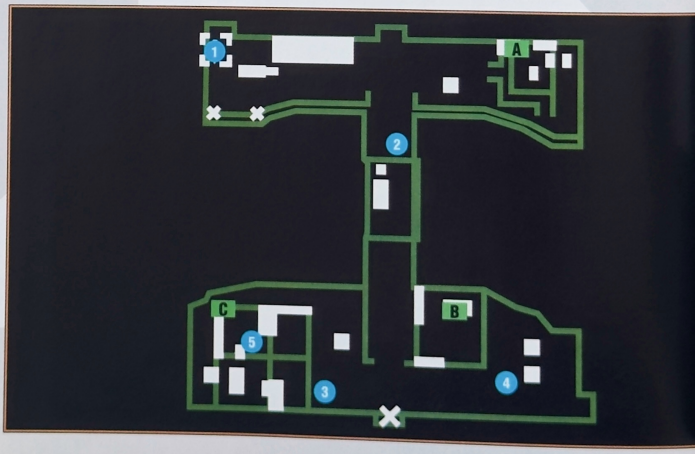


There are many possible ways to complete this mission. You can tranquilize the guards **(4 through 7)** and then allow the official and his guard to walk past while you hide behind a corner or a crate. Alternatively, you can wait near the crate on the slope **(8)** and allow the FOX rebel and official to come to you, avoiding the Soviet soldiers altogether. Once the official and guard pass you, shoot the FOX rebel in the head with a tranquilizer. Then chokehold and interrogate the official. Mission complete.

RAIL BRIDGE: THE SEARCH FOR THE GUEST HOUSE

OBJECTIVE:

- Get the map to the Guest House.

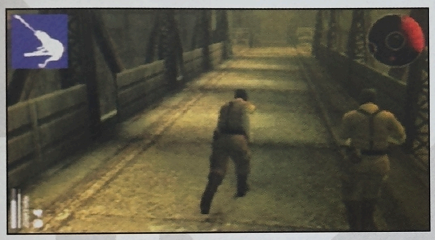


MAP KEY

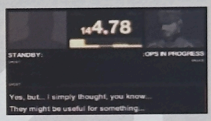
ITEM	TYPE	LEVEL	LOCATION
[A]	Ration(S) x 3	1F	In the corner in the guardhouse.
[B]	Rations(S) x 3	1F	Under the table in guard station.
[C]	Map	1F	In the back office inside the large guardhouse.

GO WITH SPEED

There's a mixture of Soviet officers and soldiers in this mission, most of them being soldiers. You begin this mission in the northeast corner of the map **(1)**. Select a Soviet soldier as your character. Make sure to have an empty space in your inventory to pick up the map, or you'll have to drop an item on the spot.



You can run past the guards on the bridge **(2)** and head south to the southwest guardhouse. A Soviet officer stands guard in front of the door **(3)** and another patrols the area to the east **(4)**. These officers will see through your disguise. However, you can easily run through the door, take a right into the next room (dodging the guard at the door), and a left into the northeast room **(5)** to find the map **(C)** in the back-left corner.



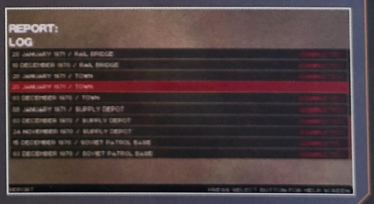
PRE-MISSION MANAGEMENT

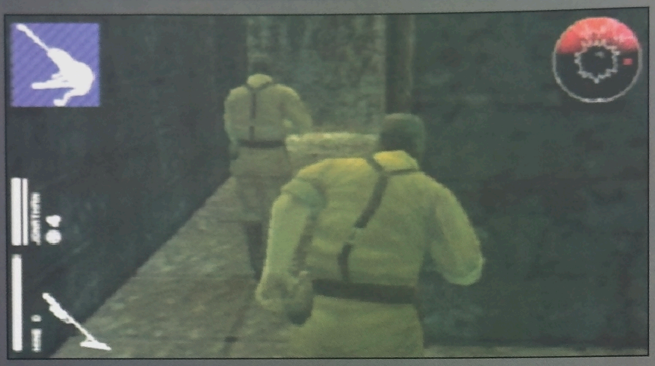
You reach a cut-scene after you learn Snake's whereabouts, either by interrogating a government official or by finding the map at the Rail Bridge. In the scene, Elisa talks with Snake in prison. She has telepathic words of encouragement for Snake, but she cannot free him at the moment.

The Guest House area is selectable on the Mission Select menu. Campbell says it's time to sneak in for a rescue mission.

SPY UNIT REPORT: TOWN

Your Town spies uncover more information now. The report says, "Intel suggests the location of an old fortress in the wilderness on the west side of the peninsula, located to the north of town. A map containing detailed information is likely located there." This opens the "Town: Map Found" side-mission. See the "Side-Missions" section at the end of this chapter for details.

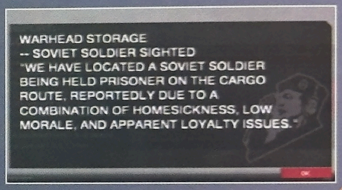




Now that the Guest House is available, position four competent spies there and advance the clock until a report is created. You can receive two reports now: one from Warhead Storage and the other from the Guest House spies.

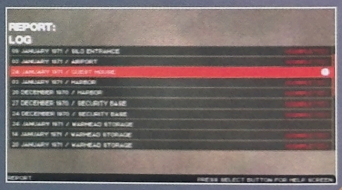
SPY UNIT REPORT: WARHEAD STORAGE

Advancing the clock after locating the Guest House yields a report from Warhead Storage. This report unlocks yet another side-mission there involving a disgruntled Soviet soldier. See "Warhead Storage: Soviet Soldier Sighted" in the "Side-Missions" section at the end of this chapter.

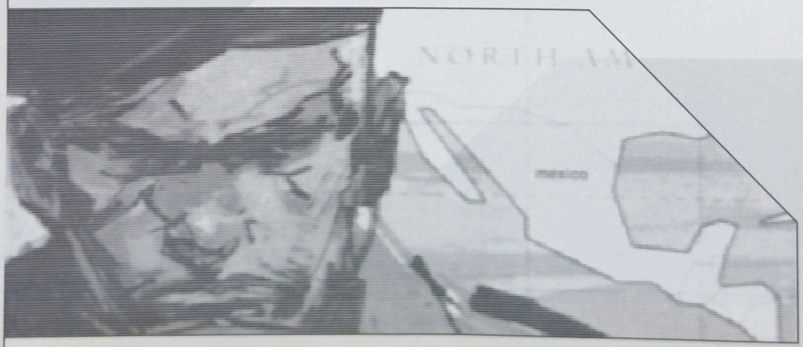


SPY UNIT REPORT: GUEST HOUSE

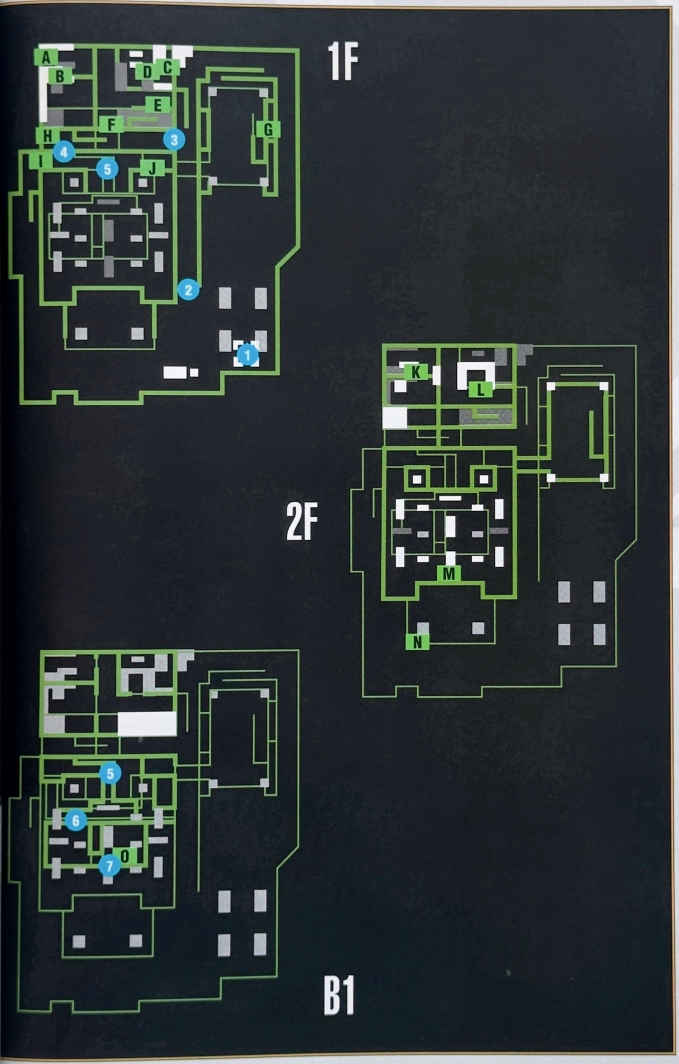
Advancing the clock after finding the Guest House produces a report from the Guest House: "Snake Found. "Sources indicate that Snake is being held prisoner in the basement inside the Guest House. To get to the basement, head for the back of the main building."



You can either start one of the side-missions or rescue Snake from the Guest House.



GUEST HOUSE



OBJECTIVE:

- Rescue Snake.

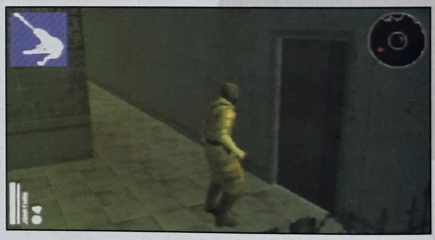
MAP KEY

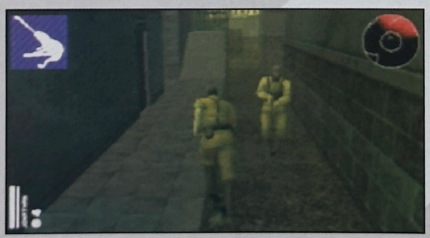
ITEM	TYPE	LEVEL	LOCATION
[A]	SAA (Bullet x 30)	1F	In the supply room with the secret floor hatch to crawlspace under the house.
[B]	AMMO(12 Gauge) x 50	1F	Under the shelf in the supply room with the secret floor hatch to the crawlspace under the house.
[C]	AMMO(.32ACP) x 300	1F	Inside the room, under desk.
[D]	Cardboard Box x 1	1F	In the crawlspace under the house.
[E]	AMMO(.45LC) X 100	1F	In the crawlspace under the house.
[F]	Chaff Grenade x 5	1F	In the crawlspace under the house.
[G]	AMMO(.32ACP) x 300	1F	In a wall nook near the perimeter sidewalk.
[H]	Knife x 1	1F	On top of the metal cabinets in the corner room.
[I]	AMMO(9MM T) x 100	1F	Outside, in the corner behind the stairs.
[J]	AMMO(.45LC) X 100	2F	In the room accessible via the vent shaft or the trench sidewalk door north of your truck.
[K]	?	2F	Locked room.
[L]	?	2F	Locked room.
[M]	Ration(S) x 3	2F	Under a table on the large interior balcony.
[N]	AMMO(7.62X54R) x 100	2F	On the rooftop accessible by jumping through the window on the 2F large interior balcony.
[O]	Smoke Grenade x 5	B1	In the vent shaft target room.

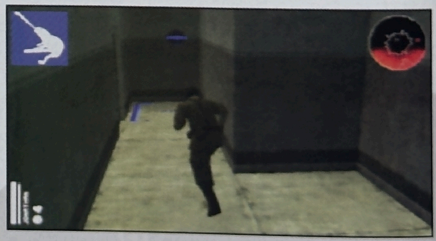
RESCUING SNAKE

Soviet soldiers guard the Guest House. To move amongst the soldiers, select your own Soviet soldier character. From the truck **(1)**, turn west and find the trenched sidewalk **(2)**. Follow this pathway north past the guard, and turn left between the buildings **(3)**. Proceed to the end of the alley and enter the door on the left **(4)**.

In the interior hallway, turn left and head down to the basement **(5)**. Turn right and you'll see the blue target zone **(6)**; you complete the mission when you walk into this zone. There's another target zone through the door at the end of the basement ramp, near a crawlspace vent **(7)**. Enter either target zone to complete the mission.



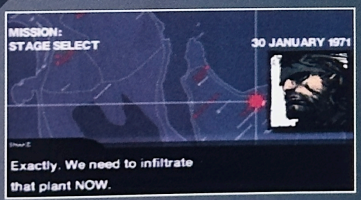




A cinematic follows Snake's successful extraction. Cunningham stops your escape. He starts blowing away your soldiers as he interrogates you about The Legacy and stealing the KGB's share of the money.

Snake has no idea what he's talking about. Elisa shows up to aid the escape. Roy arrives to rescue the wounded…and to tease you about the young Elisa. Elisa shows Snake where Metal Gear is stored and warns you of Gene's powers.

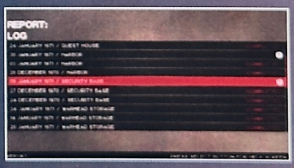
PRE-MISSION MANAGEMENT



Campbell happily announces Snake's return and the discovery of Metal Gear's location, thanks to Elisa. The assault on the Plant is ready. However, your hard-working spies unlock a few side-missions….

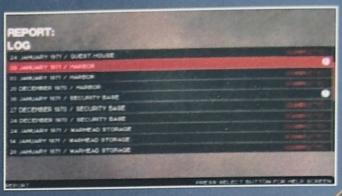
SPY UNIT REPORT: SOVIET SECURITY BASE

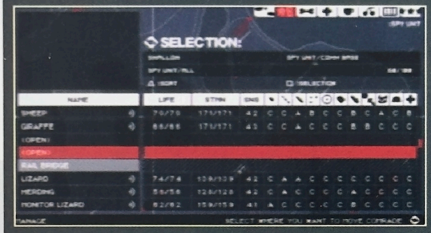
Your spies at the Soviet Security Base uncover intel on potential new recruits. See "Soviet Security Base: Potential New Recruits" in the "Side-Missions" section at the end of this chapter.



SPY UNIT REPORT: HARBOR

Your spies at the Harbor uncover information on cargo linked to Metal Gear being left behind. See "Harbor: Cargo Information" in the "Side-Missions" section at the end of this chapter.





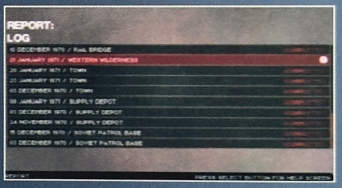
Western Wilderness and the Plant are now available for spy placement. If you're running out of good spies, move those with high SNS skills from areas you haven't visited in a long time, such as the Prison or the Hospital. Advance the clock until new reports arrive.

SPY UNIT REPORT: WESTERN WILDERNESS

The Western Wilderness spies uncover intel on a Soviet Major being held prisoner in the western part of the peninsula. See "Western Wilderness: Soviet Major Spotted" in the "Side-Missions" section at the end of this chapter.

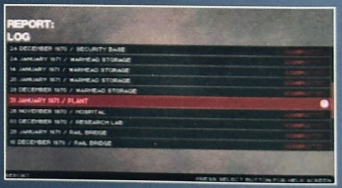
MISSION FAILURE

You must complete this mission immediately after it opens and before a day passes, or you'll receive a "mission failure" before you have a chance to attempt it.

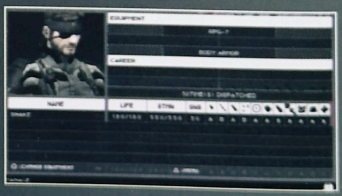


SPY UNIT REPORT: PLANT

Your Plant spies uncover this intel: "Progress continues on arming Metal Gear with nuclear warheads. The work is being carried out in the south part of the Plant."



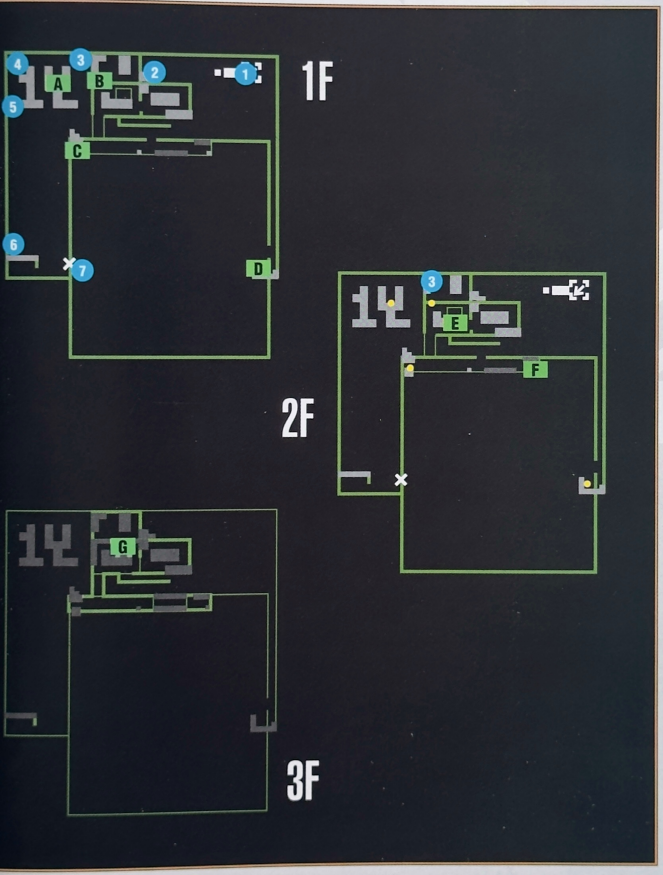
Remember to place Snake back in your team before you head off to another mission. Check his inventory and make sure it's up to par. You can now begin the Plant mission or any of the many side-missions that have been unlocked.



PLANT

BOSS PREP

Before you start this mission, prepare your team for a boss fight with Metal Gear RAXA. Have Body Armor and large and small Medical Kits in your inventory. An RPG-7 and TNT are provided during the mission. The boss fight follows directly after the Plant mission, with no returning to base to prepare for battle. Place the character that you want to fight first in the team's top slot position. We suggest placing Snake first; if he dies in combat, there is no risk of losing him as a playable character. However, this is not true for secondary characters.



OBJECTIVES:

- Infiltrate the Plant.

MAP KEY

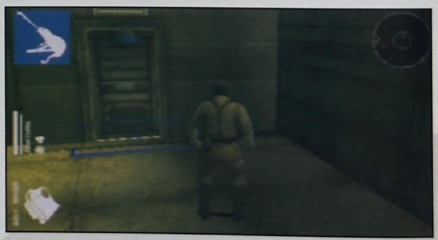
ITEM	TYPE	LEVEL	LOCATION
[A]	AMMO(9MM) x 300	1F	Within the cargo containers.
[B]	Medical Kit(S) x 3	1F	In the corner of planning room.
[C]	?	1F	Inaccessible during this mission.
[D]	?	1F	Inaccessible during this mission.
[E]	GK-KO x 5	2F	Under the table in the second floor office.
[F]	?	2F	Inaccessible during this mission.
[G]	Claymore x 5	3F	In the top room of the tower.

ENTERING THE PLANT

Unless you still need recruits or any of the available items, there's a quick and simple way from your truck **(1)** to the Plant entrance **(7)**. Choose the character you plan to use first in the Metal Gear fight; use this character to get through the mission. Run west along the right wall until you come to a pile of crates in a corner **(2)**. Climb the crates to the west rooftop. Walk to the west edge of the second-floor rooftop **(3)** and look beyond the many shipping

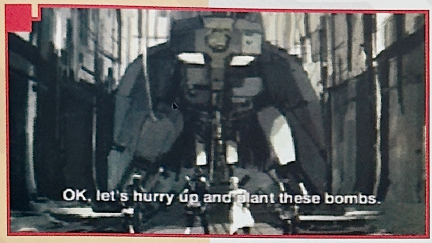
From here, you can see a FOX soldier patrolling near the shipping containers. Jump off the rooftop's edge and follow the right wall around the corner and the containers **(4)**. Proceed to the south cautiously and stop near the last container **(5)**.

When the FOX guard is at the easternmost point of his patrol path, run along the right wall, heading south to the guard station **(6)**. Now enter the blue zone; this is the entrance **(7)** to the Plant and the beginning of the boss fight with Metal Gear.



BOSS FIGHT: METAL GEAR RAXA

Elisa joins you inside the Plant as you stare up at the ominous Metal Gear. Just as you begin to plant the bombs at its feet, Gene and a squad of rebels arrive via helicopter.



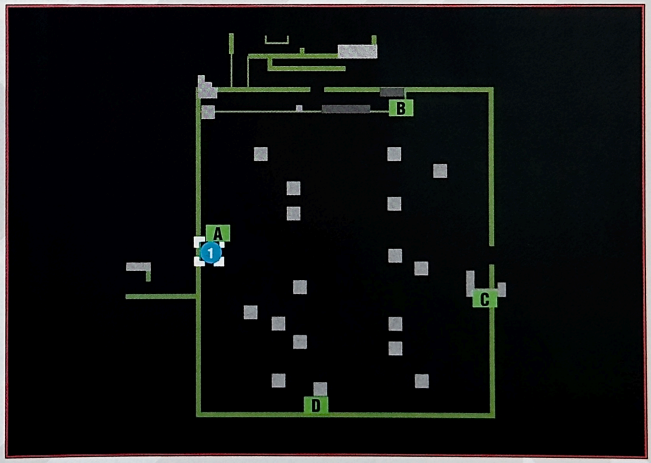
Metal Gear begins to move into action, piloted by Colonel Skowronski—this surprises both you and Gene. He turns on Gene and bullets down his men with Metal Gear's minigun. The gun jams and Snake takes the opportunity to turn a gun on Gene.

Ursula begins to awaken from within Elisa—they are one in the same, a bittersweet split personality. Ursula jumps into Metal Gear. Now you must battle Metal Gear operated by your friend Elisa...your enemy, Ursula...

MAP

BOSS MAP

Your movement is restricted to the large Plant floor. There are plenty of containers to hide behind, but Metal Gear's guided missiles find you anywhere. The map contains TNT, an RPG, and ammo for the RPG; the TNT and the RPG ammo supplies periodically replenish.



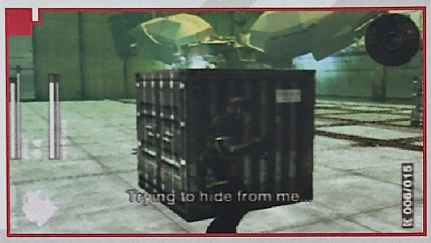
MAP KEY

ITEM	TYPE	LEVEL	LOCATION
[A]	TNT x 5	1F	Pivot to your left from the beginning; it's at your feet.
[B]	RPG-7 (Bullet x 10)	1F	Behind the crate under the overhang.
[C]	TNT x 5	1F	In the doorway nook.
[D]	AMMO(HEAT) x 20	1F	RPG ammo behind the south crate.

continues

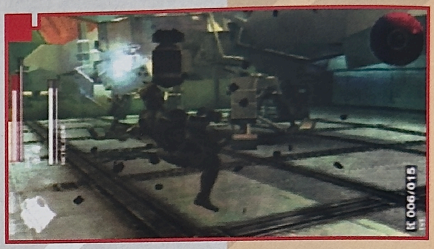
ROY CAMPBELL'S ADVICE

The best way to gain the advantage in a battle with the enemy—any enemy—is to aim for its weak point. The same holds true even for Metal Gear, a weapon like nothing you've ever faced. He tells you to contact Ghost for more info. Roy leaves you with this: Try changing your movement-input method; Metal Gear learns your repetitive moves.



METAL GEAR'S BEHAVIORS

Some things that never change, regardless of Metal Gear's condition, are its minigun and missile attacks. The minigun attack comes first, and it usually arrives in rounds of two or three attacks before the missiles are launched. However, Metal Gear is smart, so if you stand out in the open, it will continue firing the minigun.



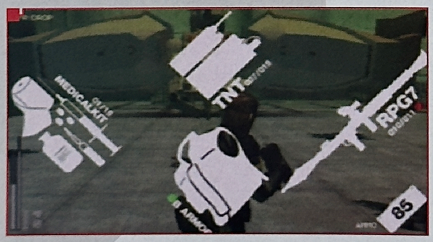
GHOST'S ADVICE

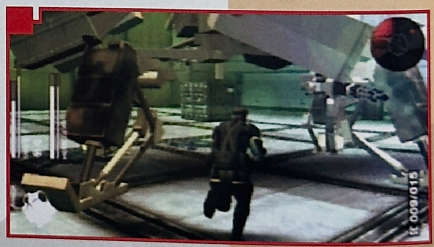
Call Ghost twice, and he'll tell you that Metal Gear's weak point is its feet. Plant mines or other explosives at its feet. Or shoot them with the RPG-7.

In order to launch missiles, Metal Gear must be on the ground and the shields on its missile-launching "wings" must be in the open position. Most anytime you approach Metal Gear, it jumps up and hovers. You'll hear a few landing gear "clanking" noises just before it lifts off the ground. There are only a few times when it can't leap up from the ground: when it's engaged in firing the minigun and when the missile shields are open and shortly after they close.

OUR ADVICE

Knowing Metal Gear's behaviors and distinctive sounds, as well as knowing its weaknesses, is crucial to defeating the beast. You can get through this with one character if you heed our advice. This battle has two stages: stage one is Metal Gear with working legs, and stage two is Metal Gear with destroyed legs. Keep moving and don't always count on crates to serve as adequate cover.





Stage One: Jumping and Hovering Metal Gear

During the first stage, Metal Gear's feet are its only vulnerable areas. When Metal Gear lands on the ground, it often sets off a flash-bomb attack that affects a small area around it. This temporarily blinds you, and it inflicts damage if you are too close to Metal Gear when it detonates. Metal Gear's most crippling attack is when you are unfortunate enough to be underneath it when it lands. It comes down hard and squashes you, often resulting in instant death.

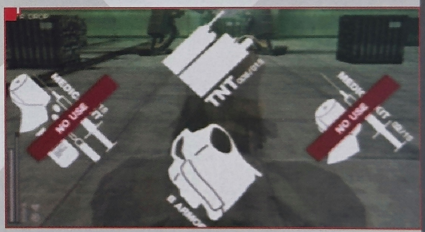
Stage Two: Crippled Metal Gear

The unshielded missile-launching wings are Metal Gear's vulnerable spots during stage two. Stage two occurs after you destroy Metal Gear's landing gear. At this point, it uses its "wings" as legs to scuttle and wobble-walk slowly along the ground. If you get too close to Metal Gear, it occasionally uses the flash-bomb attack, but this is rare. Metal Gear cannot hover or jump at this point, so it's much easier to avoid its minigun. The mechanical beast tries to get closer to you before it launches its missile attack; it tries to back you into a wall, giving you less time to perform your own attack and get away before its missiles are on top of you.

DEFEATING METAL GEAR

TNT Attack

You should have Body Armor and a large and small Medical Kit. Use the small Meds first, and use the large only when your health is down to about 10%—don't waste its full healing capabilities. As soon as you have control, equip your Body Armor and select the TNT.



Depending on Metal Gear's first move, either hide from the minigun attack behind a crate or rush Metal Gear as it launches its guided missiles. Run under Metal Gear while it's on its feet and launching missiles. Watch the missiles' shadows to help you avoid them. Dive and roll when they get dangerously close to you (when you can actually see the missiles themselves). This is a last-ditch effort to escape the missiles. Normally you should avoid diving, as it leaves you vulnerable until you can get up and run again.

ANTICIPATING AND FORCING A MISSILE ATTACK

To encourage a missile attack, you must be a fair distance away from Metal Gear. The missile attack usually follows two rounds of minigun attacks. Attack Metal Gear's feet with TNT when it's in the process of launching missiles. Come out from hiding the moment you see the wings drop and the shields begin to open. At this point, Metal Gear is locked down and cannot cancel its attack to escape into the air.

Place TNT at one of its rear feet, run away, and set off the charge just as you get to a safe distance—push the limits of safety. You cannot wait long to detonate the TNT because Metal Gear lifts off soon after the missiles land. Ursula grunts in pain when your attack succeeds. Aside from Metal Gear's reduced health, other indicators of a successful attack are the electricity that shoots from the damaged leg and scorch marks on the leg's front armor plates. Attack the back feet first and then the front. Do not attack a leg more than once. Attack all four legs successfully to enter the battle's next stage.

RPG Foot Attack

You can use the Rocket Launcher **(B)** to damage Metal Gear's feet, but it's much more difficult and you often leave yourself vulnerable to attack, as you cannot run while holding the RPG. However, you can damage Metal Gear's feet while it hovers, and you can attempt this from behind cover.

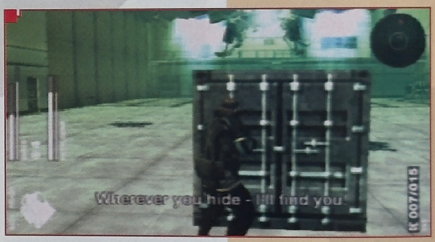
Attack Avoidance

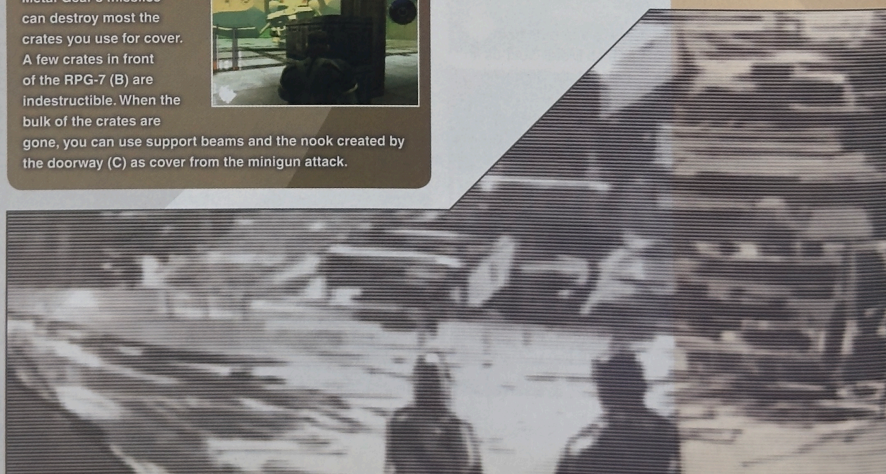
COVER DESTRUCTION

Metal Gear's missiles can destroy most the crates you use for cover. A few crates in front of the RPG-7 (B) are indestructible. When the bulk of the crates are gone, you can use support beams and the nook created by the doorway (C) as cover from the minigun attack.

The only way to avoid guided missile attacks is to run. As soon as the missiles launch, quickly vacate your current position. Make extreme direction changes as you run, and try to put as much distance as possible between you and your previous location. The missiles knock you down when they hit you. Quickly get up and run to avoid getting hit again during the same barrage.

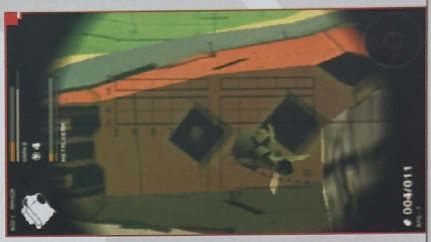
Avoid minigun fire by keeping one step ahead of the bullet stream. Do this by running to Metal Gear's left or right. Running in a straight line, directly away from Metal Gear's front, is not smart. The best way to avoid the minigun is to take cover behind a crate or support beam.





Stage Two Attack Strategy

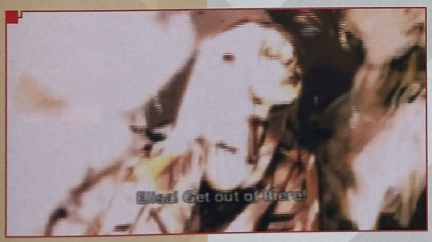
Once Metal Gear is grounded, keep your distance from it and continue using crates for cover. After a few minigun attacks, step out, select the RPG, and shoot the holes on the unshielded wings from which the missiles launch. You must hit the missile ports to inflict damage and to prevent any more missiles firing from that hole. The more missile ports you destroy, the fewer missiles Metal Gear fires and the more damage you deliver.

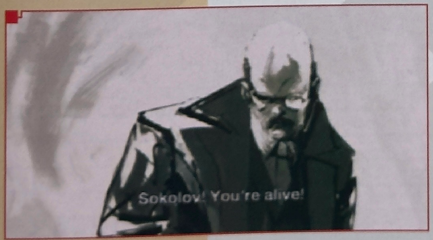


Fire one rocket, unequip the RPG (tap ◉), and run before the guided missiles reach you. When Metal Gear is at a distance, you can quickly sneak in two rocket attacks and still escape the missiles. The better your character's RPG stat, the faster he or she reloads.

When Metal Gear is close to defeat, it can be difficult to locate an active missile port. Damaged missile ports lack the small circles in their centers; they are completely black. There are four on each wing. Watch closely as a missile is launched and aim for the hole from which it originates.

In the next cut-scene, Elisa dies in the Metal Gear explosion. You learn that this Metal Gear was a decoy. Also, Gene's real intentions are revealed, and you see a display of his power. You also discover Ghost's true identity.





WARHEAD STORAGE: MAINTENANCE CREW SIGHTED

This side-mission unlocks when Snake is taken prisoner after the Null boss battle. As long as you have spies stationed at Warhead Storage, you'll receive the following "mission-unlocking" message: "A maintenance crew member has been locked up in the machine room on the bottom level, reportedly for taking a rebellious attitude toward his superiors." Sounds like a great recruiting opportunity.

OBJECTIVE:

- Extract the rebellious maintenance crew member from the basement.

MAP KEY

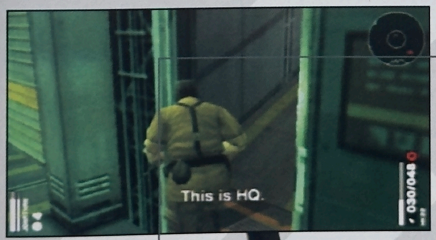
ITEM	TYPE	LEVEL	LOCATION
[A]	AMMO(12 Gauge) x 50	1F	Beside the shutter door to the left as you enter the main room.
[B]	AMMO(7.62MM T) x 50	1F	In the corner at the end of the hallway, under the guard station.
[C]	AMMO(5.56MM) x 300	1F	In the corner below the entryway balcony.
[D]	Claymore x 5	1F	In the vent above the target room. Reached from the balcony shaft opening (6).
[E]	Ration(S) x 3	1F	On the caged generator platform.
[F]	Medical Kit(S) x 3	2F	Under the table in the guard room with the large window.
[G]	Medical Kit(S) x 3	2F	In the corner on the catwalk.

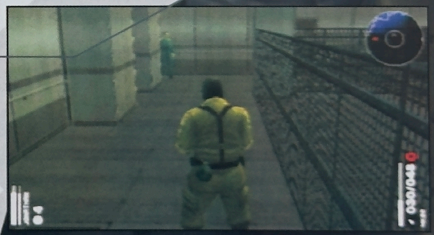
Extraction

The maintenance crew member is in the same room where you tried to set off TNT before Python put a stop to your demolition plans. A previously closed vent shaft is now open, providing a safer route to the room.

There's an even mixture of female Soviet soldiers and Soviet officers in this mission. This means you can't choose a single character to breeze through the level covertly. Select your favorite character and equip the MK22 that you hopefully unequipped from Snake before you entered the Silo Entrance for the first time.

Tranquilize or choke the female soviet guarding the exit **(2)** near the truck **(1)**. Descend the ramps **(3)** to the doorway **(4)** on the first level. Enter the main room and climb the ladder to the balcony **(5)**. Enter the vent shaft **(6)** and crawl forward, stopping just before the next room **(7)**. Tranquilize the officer on the catwalk. Crawl out of the vent and hang-jump over the railing **(8)**. Enter the first-floor hallway **(9)** and turn right at the "T" intersection. Follow this to the machine room **(10)**, where you find the maintenance crew member in the corner **(11)**. Mission complete.





WARHEAD STORAGE: RATIONS FOUND

This side-mission unlocks after you return from the Silo Entrance with information on Snakes whereabouts. The items on the map are the same as the last Warhead Storage side-mission. The report reads, "Intel suggests that there is a stock of rations somewhere on the peninsula. In addition, we have unconfirmed reports that they are stored in a container, such as a box or crate." Before you take this assignment, make sure that you have an RPG or TNT with you; there is none to be found during the mission. If you're already there and you forgot, you can try setting a claymore and shooting it to blow open the crate.

OBJECTIVE:

- Find the shipping container that holds the ration supply.

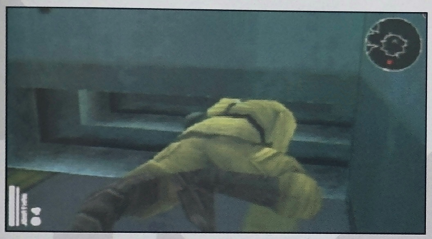
MAP KEY

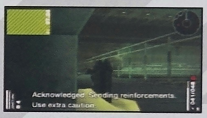
ITEM	TYPE	LEVEL	LOCATION
[A]	AMMO(12 Gauge) x 50	1F	Beside the shutter door to the left as you enter the main room.
[B]	AMMO(7.62MM T) x 50	1F	In the corner, at the end of the hallway under the guard station.
[C]	AMMO(5.56MM) x 300	1F	In the corner below the entryway balcony.
[D]	Claymore x 5	1F	In the vent above the target room. Reached from the balcony shaft opening (6).
[E]	Ration(S) x 3	1F	On the caged generator platform.
[F]	Medical Kit(S) x 3	2F	Under the table in the guard room with the large window.
[G]	Medical Kit(S) x 3	2F	In the corner on the catwalk.

Ration Booty

From the truck **(1)**, tranquilize or choke the female Soviet near the doorway in front of the truck **(2)**. Proceed down the descending hallway **(3)** and through the door **(4)** on the first floor. Climb the ladder in front of you to the balcony **(5)**. Enter the vent shaft **(6)**. Crawl to the nearby room to the south **(7)**. Tranquilize the two guards patrolling the catwalk—the second guard (a female Soviet) enters through the far left doorway.

Exit the vent and either shoot the crate **(8)** below with an RPG or, with TNT in hand, hang-jump over the rail to the first floor. Jump up onto the cart (this triggers alarms) and quickly set the TNT beside the crate. Run away and blow the TNT.





Quickly jump back up to the cart and collect the four rations before you get shot to death. Make sure you have at least one empty inventory space before you try to take the rations. Mission complete.

TOWN: MAP FOUND

After you find the Guest House where Snake is being held prisoner, your spies in Town uncover intel. The report says, "Intel suggests the location of an old fortress in the wilderness on the west side of the peninsula, located to the north of town. A map containing detailed information is likely located there." Use a Soviet soldier character for this mission, and leave an empty space in the inventory for the map.

OBJECTIVE:

- Find the map.

MAP KEY

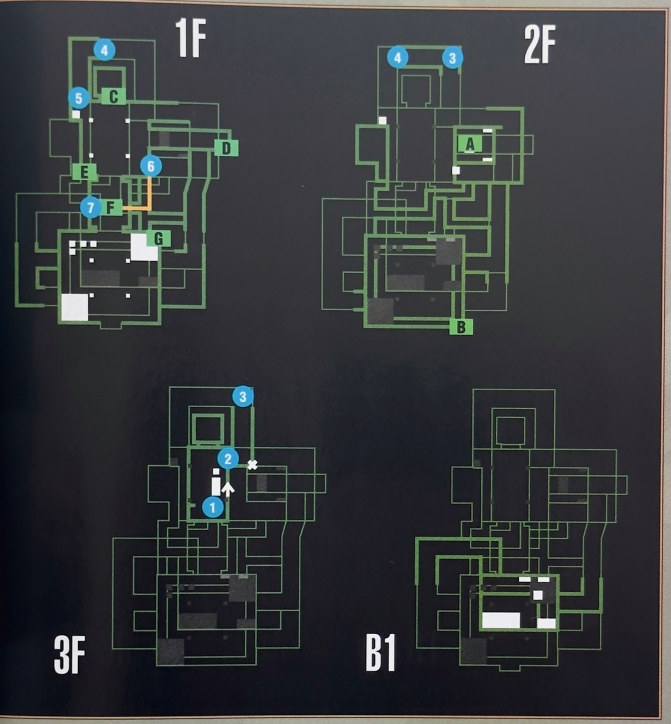
ITEM	TYPE	LEVEL	LOCATION
[A]	TNT x 5	1F	On the highest balcony, accessible via multiple ramps.
[B]	Map	1F	Inside the upper level building.
[C]	Stun Grenade x 5	1F	In the small wall nook beside the bus.
[D]	TNT x 5	1F	Under the bench in the corner of the building interior.
[E]	Smoke Grenade x 5	1F	Between the covered crates on the raised platform.
[F]	AMMO(9MM T) x 100	1F	Under the table in the back of the room.

Map Recovery

Use a Soviet recruit to follow the route indicated on our map from the truck **(1)** to the building interior **(2)**, where the map is located. Using a Soviet soldier allows you to pass through this area undetected. There are guard dogs in this level, but you won't encounter them unless you raise an alert or stray from the indicated path. Large containers block the ramps that usually allow a more direct route to the building that holds the map. You must take the long way around. For fun, jump through the window to get to the map.

WARHEAD STORAGE: SOVIET SOLDIER SIGHTED

After finding the Guest House where Snake is being held prisoner and also by having spies stationed at Warhead Storage, you receive this spy report: "We have located a Soviet soldier being held prisoner on the cargo route, reportedly due to a combination of homesickness, low morale, and apparent loyalty issues." Add a Soviet female soldier to your group and use her as your main character in this mission.



OBJECTIVES:

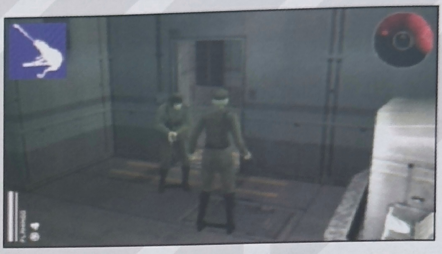
- Rescue the Soviet soldier prisoner.

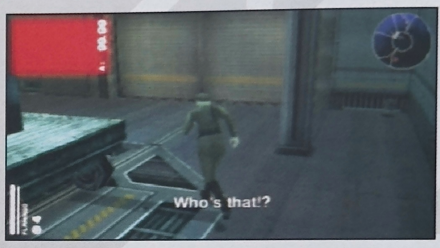
MAP KEY

ITEM	TYPE	LEVEL	LOCATION
[A]	Medical Kit(S) x 3	2F	Under the table in the large windowed security room.
[B]	Medical Kit(S) x 3	2F	In the corner on the catwalk.
[C]	AMMO(12 Guage) x 50	1F	Near the closed shutter door.
[D]	AMMO(7.62MM T) x 50	1F	In the dead-end hallway with hallway access to machine room.
[E]	AMMO(5.56MM) x 300	1F	In the corner below the vent balcony.
[F]	Claymore x 5	1F	In the vent shaft just over the prisoner's room. Reached via the balcony vent opening in the first security room.
[G]	Ration(S) x 3	1F	In the corner of the caged generator platform.

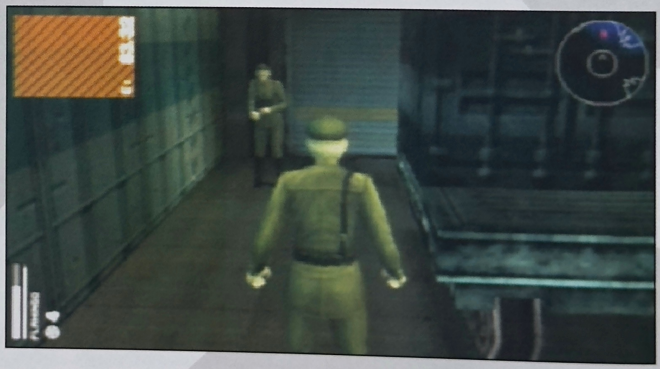
Rescue Mission

Use a female Soviet soldier from your team for this mission. You start at the truck **(1)** on the 3F level. Sneak past the female guard at the door **(2)** and follow the hallway **(3, 4)** down to the first-level doorway **(5)**. Run along the main room's perimeter (avoiding the security sensor pillars and platform in the middle) to the open floor vent in the back-left corner **(6)**.



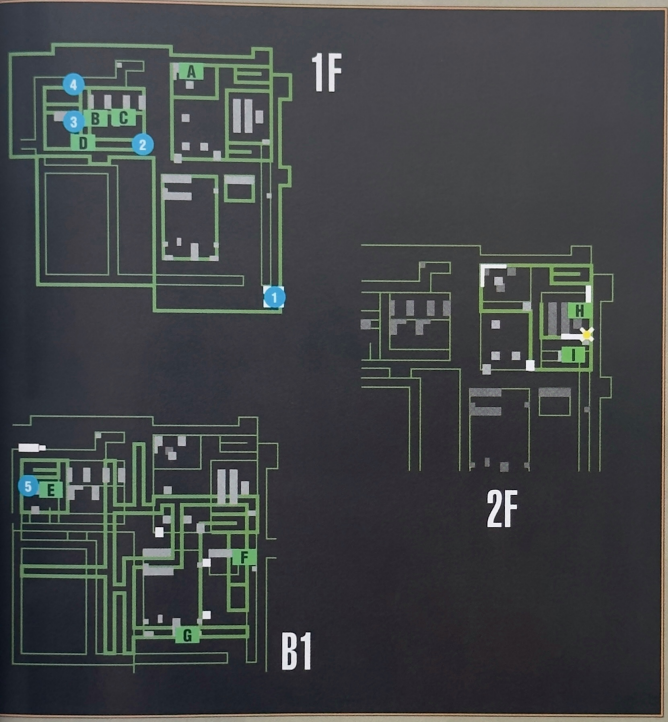


Crawl through the first right turn, into the otherwise inaccessible garage. The Soviet prisoner is on the other side of the cargo cart **(7)**. Approach her from the front to complete the mission. This character usually has high tech skills. Place her on your technical crew when you're back at base.



SOVIET SECURITY BASE: POTENTIAL NEW RECRUITS

After you rescue Snake from the Guest House, your spies at the Security Base uncover this intel: "Additional soldiers have been deployed to this security base. The newly deployed soldiers appear to be former FOX members."



OBJECTIVES:

- Recruit FOX members.

MAP KEY

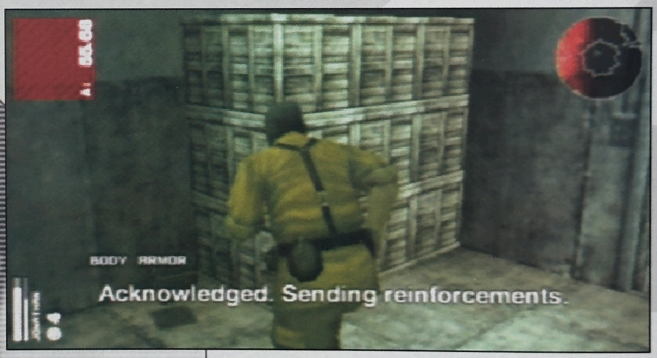
ITEM	TYPE	LEVEL	LOCATION
[A]	AK-47 (bullet x 150)	1F	In the storage room previously locked in previous missions.
[B]	Stun Grenade x 5	1F	Under the bunk in the barracks.
[C]	Medical Kit(S) x 3	1F	Inside the locker in the barracks.
[D]	Ration(S) x 3	1F	Inside the bathroom just inside the doorway.
[E]	Body Armor	B1	The door beyond the bathroom is unlocked, as is this basement room in which the Body Armor is located. No need to use the tunnel.
[F]	?	B1	Locked inside the prison cell.
[G]	Claymore x 5	B1	On the floor of the large warehouse (on 1F but displays as B1 on the map).
[H]	Ration(S) x 3	2F	In the second-floor room behind the desk.
[I]	TNT x 5	2F	In the storage room behind the crates.

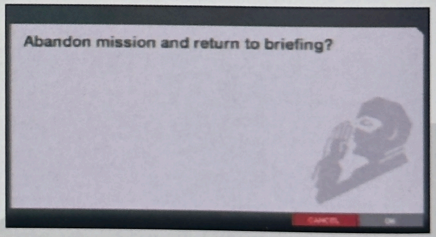
Recruiting Mission

This is nothing more than a recruiting opportunity. Male FOX rebels are now deployed around the area. Capture and place some in your truck **(1)**, and then "Abort" the mission to complete it. While you are at the base, it's a good idea to get the Body Armor **(E)** in the basement.

Body Armor

The door is not locked, so you can enter the building **(2)**, head past the bathrooms **(3)**, and enter the door at the end of the B1 hall **(4)**. Follow the slope down to the end of the hallway in the basement. Enter the room **(5)** below, where the Body Armor is located. Use a FOX soldier to get through this base mostly undetected. However, the female Soviets spot you if you're not careful.





HARBOR: CARGO INFORMATION

After you rescue Snake from the Guest House, your spies at the Harbor uncover this intel: "Some kind of parts have apparently been left behind in the crate used to offload Metal Gear."

OBJECTIVES:

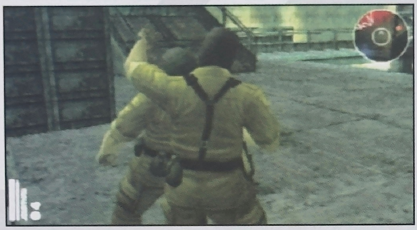
- Communicate with Ghost on the ship.

MAP KEY

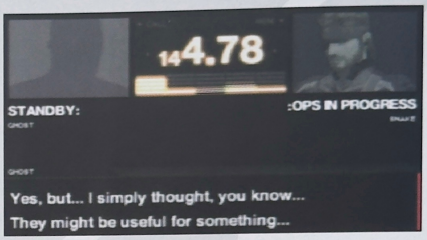
ITEM	TYPE	LEVEL	LOCATION
[A]	Claymore x 5	1F	Under the table in the dock house.
[B]	Grenade x 5	1F	Under the guard tower.
[C]	Magazine x 5	1F	Inside the storage house.
[D]	TNT x 5	2F	On the exterior balcony of the dock house.
[E]	Cardboard Box	2F	On top of crate on the ship's deck. Use adjacent crates to long-jump to the C Box.

Meeting with Ghost

Using your Soviet soldier, go from the truck **(1)**, over the bridge **(2)**, and to the ship's east entrance ramp **(3)**. If you bump into the soldier guarding this ramp, you'll blow your cover. Get behind him and choke him.



Enter the ship and jump over the railing **(4)** to communicate with Ghost about Metal Gear blueprints. This completes the mission.



WESTERN WILDERNESS: SOVIET MAJOR SPOTTED

After you rescue Snake from the Guest House and place spies in the newly available Western Wilderness, your spies uncover this intel: "A handsome Soviet Major has been sighted in the wilderness located in the western part of the peninsula. He is being held prisoner." Play this mission as soon as it opens, or you'll receive a mission failure once a day passes. Bring mine detectors with you; buried mines litter the area.

OBJECTIVE:

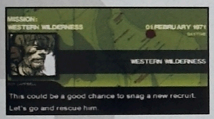
- Rescue the Soviet Major prisoner.

MAP KEY

ITEM	TYPE	LEVEL	LOCATION
[A]	Stun Grenade x 5	1F	Under the table in the command post.
[B]	AMMO(7,62X54R) x 100	1F	Under the table in the command post.
[C]	Chaff Grenade x 5	1F	In the hidden room accessible through the crawl hole.
[D]	AMMO(7,62X54R) x 100	1F	In the hidden room accessible through the crawl hole.
[E]	Smoke Grenade x 5	B1	On a crate in the open.
[F]	Claymore x 5	F1	At the end of the butte.
[G]	?	B1	Not accessible in this mission.
[H]	?	B1	Not accessible in this mission.
[I]	Ration(S) x 3	B1	At the end of the lowest trench; watch out for the land mine.
[J]	Grenade x 5	B1	At the east end of the lowest trench. Near the explosive barrel.

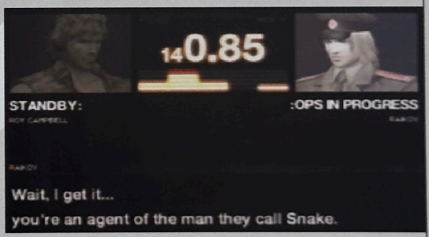
Saving Major Raidenovitch Raikov

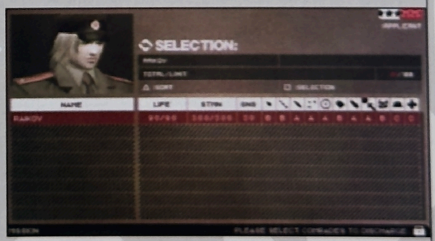
Major Raidenovitch Raikov from Groznyj Grad and *Metal Gear Solid 3: Snake Eater* was known to be Volgin's gay lover. He is held prisoner here in the Western Wilderness; you can add him to your party if you rescue him.



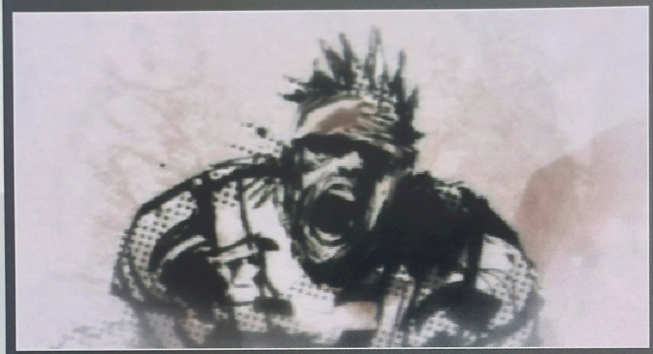
Equip a land mine detector and use a Soviet soldier character to complete this mission. The area is full of Soviet soldiers, and you can move undetected amongst them with a similarly dressed character. From the truck **(1)**, turn to your left and head down the cliff. Enter the cave **(3)** in the middle of the map (to the right).

Take the first left and then the first and second right turns **(4)** inside the cave. Descend a slope to the lower cell. Enter the cell **(5)** and approach Raikov to complete the mission. He is now a playable character and can be added to your team.





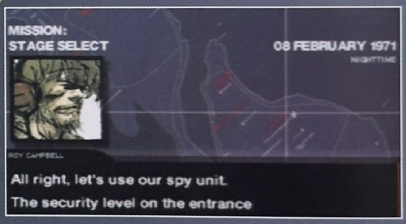
PRE-MISSION MANAGEMENT



Roy reaffirms what you already know: that wasn't the real Metal Gear you just defeated; it was a test model. Gene snuck the real ICBMG into the nuclear launch silo. Roy wants a team back at the Silo Entrance to infiltrate the underground silo complex. But there's some work to do before this is possible.

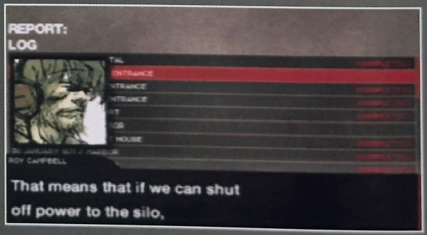
SPY UNIT REPORT: SILO ENTRANCE

This report is received after you defeat Metal Gear RAXA: "We have obtained a technical document believed to be a structural diagram of the gate leading from the entrance of the nuclear launch silo to the underground silo complex."



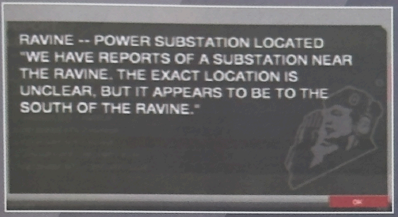
Campbell says they found the entrance gate to the underground complex. Getting them to switch to the emergency power source causes minor problems at the gate. There's a five-minute time lag before the emergency generator kicks in. So, if they shut off power to the silo, you can get in through the gate during this five-minute window. But there's a hitch: you still have to find the power facility.

Place Spies with high SNS skills in the Ravine and advance the clock until this important report arrives…



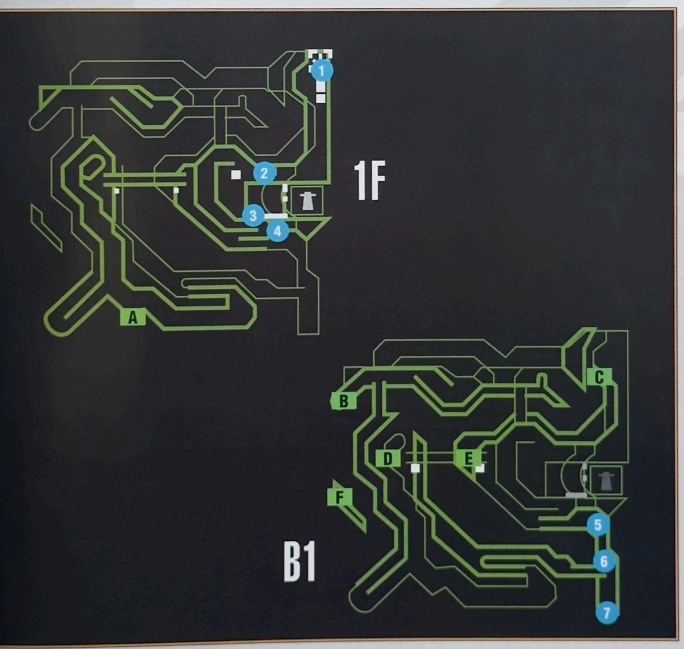
SPY UNIT REPORT: RAVINE

"Power Substation Located. We have reports of a substation near the Ravine. The exact location is unclear, but it appears to be to the south of the Ravine." The Ravine becomes a playable mission now.



You just finished a boss fight, so double check your team's inventory to make sure you're set to resume the adventure. If you want to move mostly unseen, place a Soviet officer in your top team slot. There's not an available cardboard box near the truck to hide in and change members if the team is full.

RAVINE



OBJECTIVE:

- Recruit officers.
- Find the substation.
- Sabotage the power substation.

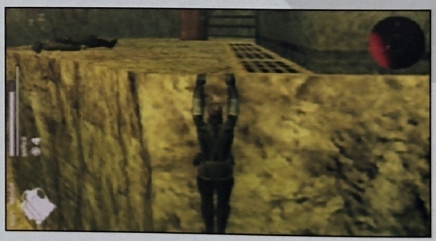
MAP KEY

ITEM	TYPE	LEVEL	LOCATION
[A]	Grenade x 5	1F	In a canyon nook.
[B]	Smoke Grenade x 5	B1	At the end of a pathway near a bridge.
[C]	Smoke Grenades x 5	B1	At the end of the pathway through a tunnel near the target zone.
[D]	AMMO(5.56MM) x 300	B1	On a ledge at the end of a bridge.
[E]	Magazine x 5	B1	On the narrow ledge near the wooden bridge.
[F]	AMMO(7.62X54R) x 100	B1	On a small ledge accessible only via a diving jump from the opposite ledge.

SHORTCUT

If you want to recruit a couple officers before completing this mission, tranquilize the two near the guard station **(2)** and pull them to your truck **(1)**. Even if you have an officer character, you still may have to tranquilize the more distant of the two officers so he doesn't see you attack the closer one. A louder alternative is to kill both of the officers by shooting the explosive barrel when they're near it. This could raise alerts.

Walk to the south edge **(3)** of the ledge in front of the guard office. Hang-jump from the edge of the ledge to the lower pathway. Watch for a Soviet soldier below this ledge. Tranquilize him beforehand or use CQC on him when you land. Turn to your left and jump off the path **(4)** down to the lower, boulder-blocked path **(5)**.

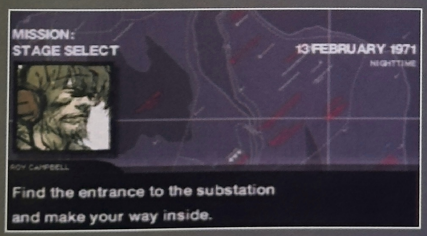


You may receive a discouraging message from Campbell about finding another way around thanks to the boulder blocking the pathway. No worries. Walk slowly over the brink of the path to latch onto the edge, and then shimmy past the boulder **(6)**. Pull up onto the pathway beyond the boulder. Then step into the blue target zone **(7)** to complete the mission. You've found the entrance to the substation.

PRE-MISSION MANAGEMENT

Before you can destroy the substation, you have to get an idea of how it's laid out. Roy wants to target the switchboard; it takes fewer explosives to disrupt things that way. You must now find the entrance to the substation, make your way inside, and find the switchboard.

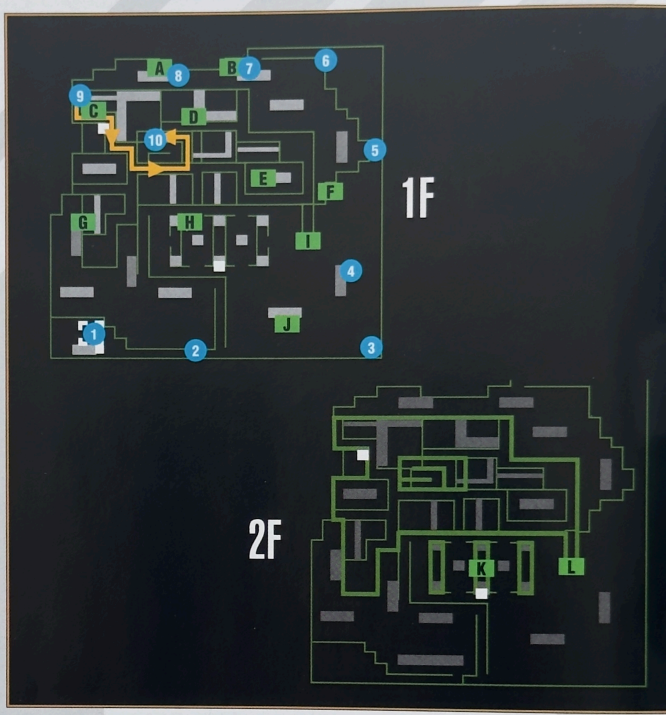
Place spies with high sense at the Power Substation, which is now available on the Briefing menu.



POWER SUBSTATION

OBJECTIVES:

- Locate the switchboard.



MAP KEY

ITEM	TYPE	LEVEL	LOCATION
[A]	Ration(S) x 3	1F	In a space behind the shipping container in this alleyway.
[B]	Medical Kit(S) x 3	1F	In a nook on the higher 1F platform, near access ramp and containers.
[C]	M10 (Bullet x 100)	1F	Inside the small server room.
[D]	Ration(S) x 3	1F	Inside the substation, near the switchboard room, under a table.
[E]	Ration(S) x 3	1F	Under a table in a room inside the substation.
[F]	Ration(S) x 3	1F	In the lower 1F area, in a nook near the narrow access to the northern section.
[G]	Medical Kit(S) x 3	1F	Behind the large shipping container, along the narrow pathway beside the guarded building.
[H]	AMMO(9MM) x 300	1F	On the lower 1F level in the fenced-in tower area.
[I]	Grenade x 5	1F	On the exterior ledge below the plank-like rooftop ledge. The interior door is locked at this time.
[J]	Grenade x 5	1F	On the lower 1F area behind the lone shipping container.
[K]	Medical Kit(S) x 3	2F	Use the ladder on the south side of the scaffold tower to reach the top.
[L]	AMMO(9MM) x 300	2F	On the very end of the plank-like rooftop.

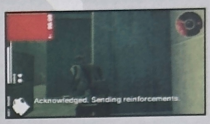
PATH TO THE SWITCHBOARD

Use a Soviet soldier as your character to pass through this level with the greatest of ease. The substation area is full of Soviet soldiers. If you use a male Soviet soldier, you need look out for only one guard in particular.

Start at the truck **(1)** and head east up the ramp. Continue over the east end of the ramp to land on the lower 1F area **(2)**. Proceed due east, sticking close to the right wall until you reach the corner **(3).**

Turn north and dash beside the shipping container **(4)**. Watch for the Soviet soldiers to the west. When the nearest soldier is to the far west, run north along the right wall to the narrow alley **(5).**

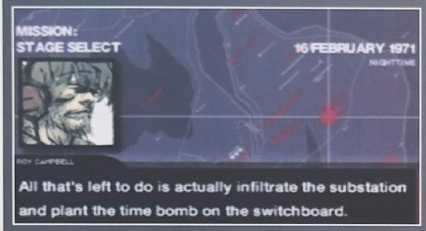
Run up the west ramp **(6)** and carefully proceed to the higher platform **(7).** You must watch out for a female Soviet soldier to the southeast, as well as a male soldier to the west in the same narrow alley where you're headed **(8).** You can either tranquilize or choke this soldier in the alley. If necessary, use the container **(8)** to aid in an attack. If you are using a Soviet soldier, you can sneak by him in the alley's wider areas.

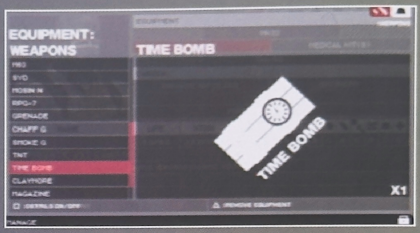


Enter the doorway **(9)** into the substation. You won't encounter any more guards. Follow the route on the map to the switchboard room **(10)**. Step into the blue target zone to complete the mission. Once you're there, Roy realizes that if you blow the switchboard now, you won't have enough time to get through the substation gate. Back to the drawing board…

PRE-MISSION MANAGEMENT

If you have an adequate number of competent technicians working for you, they will have already created a detonation timer (a time bomb) by the time you return to base. Enter the Equipment menu and place the newly manufactured "Time Bomb" into the inventory of the character that you'll use to get into the substation. Now you must return to the Power Substation and plant the bomb on the same switchboard.



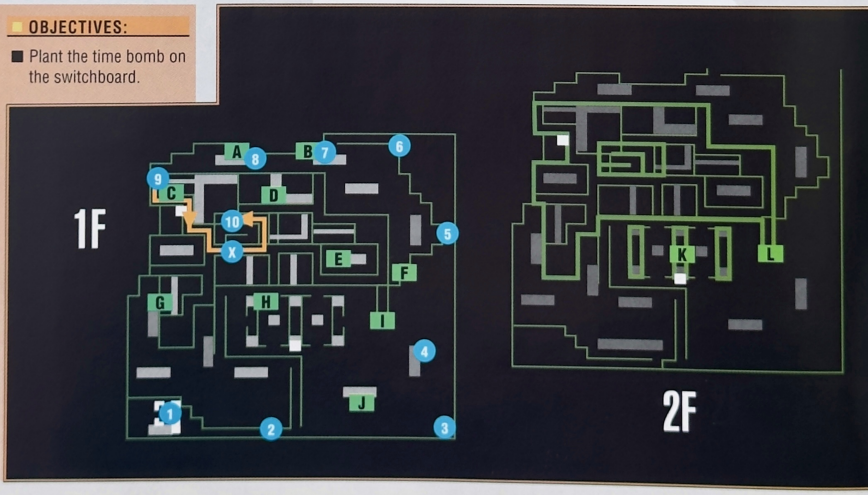


A Null boss fight follows this mission, with no return to base beforehand. Prepare for the battle now. Make sure your team has heavy assault rifles, such as the XM177E2, M16A1, or the M63: weapons that accept the 5.56X45mm ammo. Bring Body Armor and Medical Kits.

POWER SUBSTATION

OBJECTIVES:

- Plant the time bomb on the switchboard.



MAP KEY

ITEM	TYPE	LEVEL	LOCATION
[A]	Ration(S) x 3	1F	In a space behind the shipping container in this alleyway.
[B]	Medical Kit(S) x 3	1F	In a nook on the higher 1F platform, near access ramp and containers.
[C]	M10 (Bullet x 100)	1F	Inside the small server room.
[D]	Ration(S) x 3	1F	Inside the substation, near the switchboard room, under a table.
[E]	Ration(S) x 3	1F	Under a table in a room inside the substation.
[F]	Ration(S) x 3	1F	In the lower 1F area, in a nook near the narrow access to the northern section.
[G]	Medical Kit(S) x 3	1F	Behind the large shipping container, along the narrow pathway beside the guarded building.
[H]	AMMO(9MM) x 300	1F	On the lower 1F level in the fenced-in tower area.
[I]	Grenade x 5	1F	On the exterior ledge below the plank-like rooftop ledge. The interior door is locked at this time.
[J]	Grenade x 5	1F	On the lower 1F area behind the lone shipping container.
[K]	Medical Kit(S) x 3	2F	Use the ladder on the south side of the scaffold tower to reach the top.
[L]	AMMO(9MM) x 300	2F	On the very end of the plank-like rooftop.

DO-OVER!

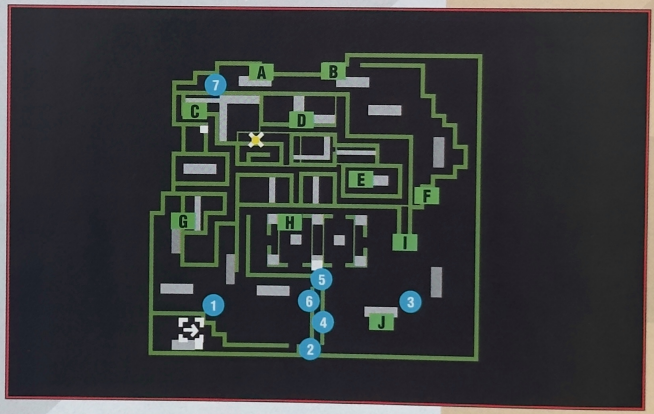
This mission is exactly the same as the last, except now you must get rid of a guard in the hallway **(X)**, even if you have a Soviet soldier's uniform. You'd have to bump into him to get by him, which would blow your cover. Choke him as he turns his back, or tranquilize him in the head. For details up to this point, see the previous Power Substation mission. Once you're in the target zone **(10)**, place the time bomb to complete the mission. The boss fight with Null follows.

BOSS FIGHT: NULL

After you set the time bomb and exit the building, you find that all of the enemy soldiers outside are dead. Null has escaped and is on a rampage looking for you. When you meet face-to-face, a somewhat civil conversation takes place before the bloodshed resumes. Snake recalls Null as a child. German soldiers called him Frank Jeager. Just when Snake thinks he's awaken a real human behind the wall the rebels built up inside this Perfect Soldier's head, Null shakes it off and refocuses on his assignment: to kill Snake…to complete his mission.

BOSS MAP

You have free reign over the entire map—the same map and same items you've had access to in the last two missions at the Power Substation. The key to this battle is keeping the higher ground.

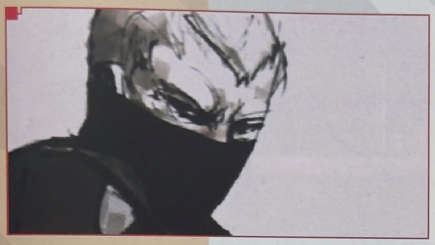


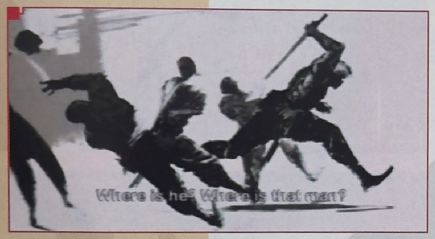
MAP KEY

ITEM	TYPE	LEVEL	LOCATION
[A]	Ration(S) x 3	1F	In a space behind the shipping container in this alleyway.
[B]	Medical Kit(S) x 3	1F	In a nook on the higher 1F platform, near access ramp and containers.
[C]	M10 (Bullet x 100)	1F	Inside the small server room.
[D]	Ration(S) x 3	1F	Inside the substation, near the switchboard room, under a table.
[E]	Ration(S) x 3	1F	Under a table in a room inside the substation.
[F]	Ration(S) x 3	1F	In the lower 1F area, in a nook near the narrow access to the northern section.
[G]	Medical Kit(S) x 3	1F	Behind the large shipping container, along the narrow pathway beside the guarded building.
[H]	AMMO(9MM) x 300	1F	On the lower 1F level in the fenced-in tower area.
[I]	Grenade x 5	1F	On the exterior ledge below the plank-like rooftop ledge. The interior door is unlocked this time.
[J]	Grenade x 5	1F	On the lower 1F area, behind the lone shipping container.

DEFEATING NULL (AGAIN)

Null learned from his mistakes in the last battle; he wasn't completely reprogrammed. He now covers his vulnerable area: his feet. Now it's the completely opposite end that's vulnerable: his head. So, how do you get above a guy who can sail through the air and land next to you in the blink of an eye? This is how:





Heavy assault rifles that use the 5.56X45mm ammo are the best weapons to use against Null. You begin on the upper platform **(1)** north of the truck. Null is directly in front of you. Select your Body Armor (if you have some) and your assault rifle. Shoot a few shots at Null with auto targeting engaged (hold L). This is just to prevent him from firing; he must block the shots. Move as you fire a few shots to keep him busy.

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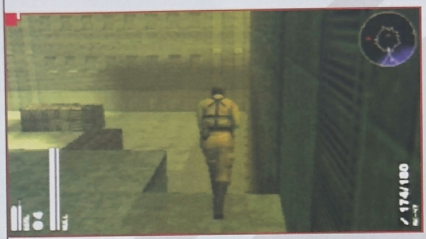
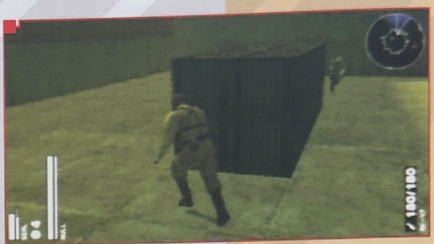
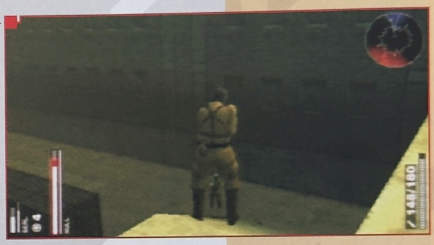
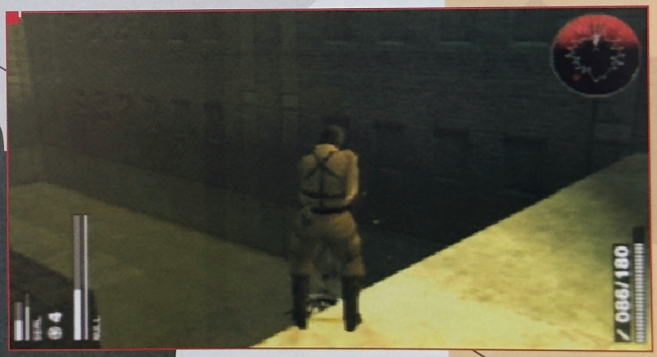
Get to the top of the slope **(2)** and jump over the edge to the low ground. Move east behind the shipping container **(3)**. Allow Null to follow. Keep shooting a few shots to keep him busy.



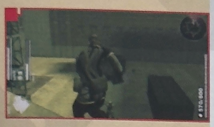


As he nears, move around the opposite side of the container and ascend the slope **(4)** that leads to the area you just vacated. Turn toward Null and continue shooting him, both to keep him occupied and to lure him along. As he gets near the bottom of the ramp, continue ascending and really laying on the trigger.

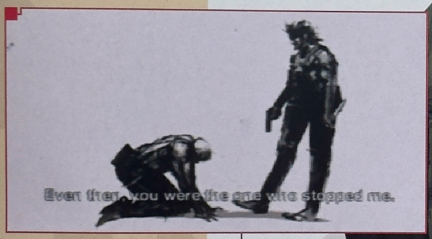


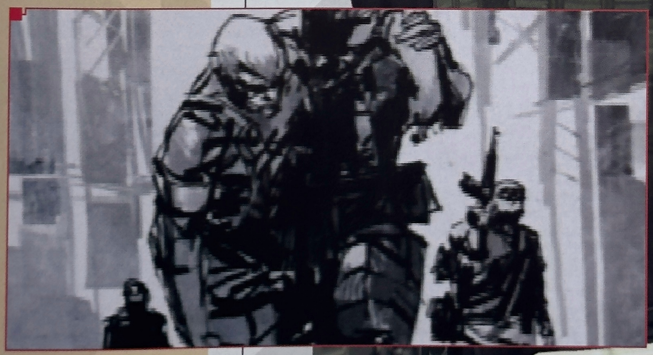


Increase your rate of fire, but occasionally let off the trigger to preserve your accuracy. Continue using the auto-targeting button (hold L). With Null almost a full story below you, it's almost impossible for him to block all the shots raining down on his head.



When he starts to ascend the ramp in pursuit, edge up to the top **(5)** and then proceed over to the edge **(6)** overlooking the ramp. You are now practically shooting straight down at him. He doesn't stand a chance. Use your Medical Kits when necessary. If you lose your first character, your next one appears to the north **(7)**. Move this character to the same kill zone and repeat the strategy until you defeat Null.



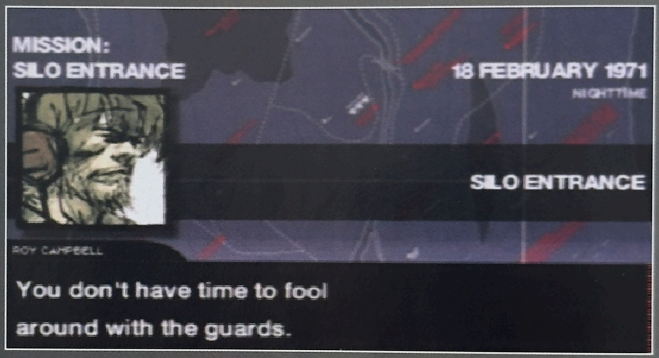


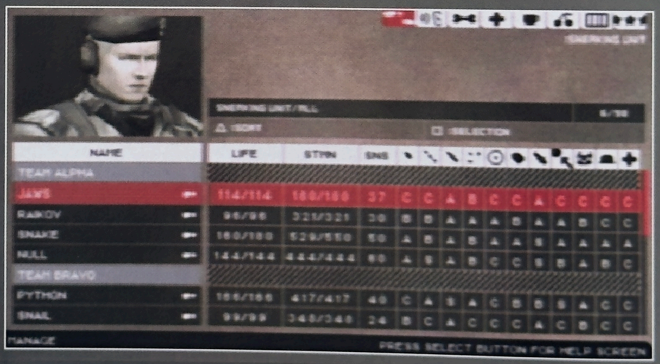
PRE-MISSION MANAGEMENT

DROPPING THE BOMB!

Do not advance the clock! If you advance the clock now, the time bomb will detonate and you'll have to go back to plant another one before you proceed any further.

The bomb is set and Roy is ready for your team to get into the Silo Entrance. If you fail this mission, he says you have to replant the time bomb and try again. We say you only need to restart the mission and try again. You need only one soldier for this mission, a FOX soldier. Place him at the top of your team list to make him the first character that appears when the mission begins. Give him Body Armor and a Medical Kit. An assault rifle is helpful, too, if things get nasty.





SILO ENTRANCE

OBJECTIVE:

- Get to the Silo Entrance within the time limit.

MAP KEY

ITEM	TYPE	LEVEL	LOCATION
[A]	AMMO(.45LC) x 100	1F	Inside the storage building.
[B]	AMMO(Heat) x 20	1F	Under the storage building.
[C]	AMMO(12Guage) x 50	1F	Inside the building.
[D]	AMMO(9MM T) x 100	1F	Just south of your truck, in a corner.
[E]	RPG-7(Bullet x 10)	2F	On the rooftop with ladder access.
[F]	AMMO(7.62MM T) x 50	2F	On the edge of the rooftop.
[G]	AMMO(7.62X54R) x 100	B1	On a crate. Make a long, diving jump from the landing of the nearby ramp.
[H]	AMMO(9MM) x 300	B1	Near a crate in the tunnel.

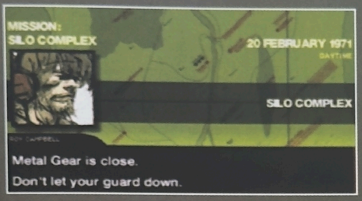
FIVE MINUTES AND COUNTING

Use a FOX soldier as your main character in this mission. Equip Body Armor and have a Medical Kit and an assault rifle ready in case you get spotted. Most of the guards are FOX rebels. There are a few Soviet officers here and there, so you may get spotted toward the end of your sprint. A timer appears on the left side of the screen. You have five minutes to get to the Silo Entrance **(10)** from the truck **(1)**.

With the FOX soldier, you can run past most of the guards undetected. You may get all the way without anyone blowing your cover. If you get spotted, don't waste time trying to get the alert down. Just run in zigzag patterns to avoid bullets and rockets (some enemies wield RPG-7s).

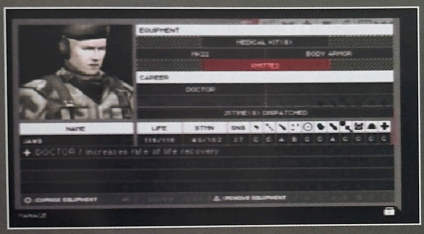
From the truck **(1)**, ascend the ramp that the truck faces **(2)** and run past the guard on the 2F balcony **(3)**. Run down the next ramp **(4)**. Run south past a few buildings, and take a right at the corner **(5)**. Run west and take another right **(6)**. Run between the crates to the north **(7)**, and keep north until you reach the next corner **(8)**. Turn right at that location. Head east behind the shipping containers **(9)**, and run down the slope to the Silo Entrance **(10)**. Five minutes is too long—you can do it in a minute!

PRE-MISSION MANAGEMENT



One more push and Metal Gear will be in your grasp. There are no more spy reports or side-missions. You have an opportunity to return to base before the final boss fight. So, in preparation for the following mission (the hardest mission in the game), you need be concerned only with getting through it alive.

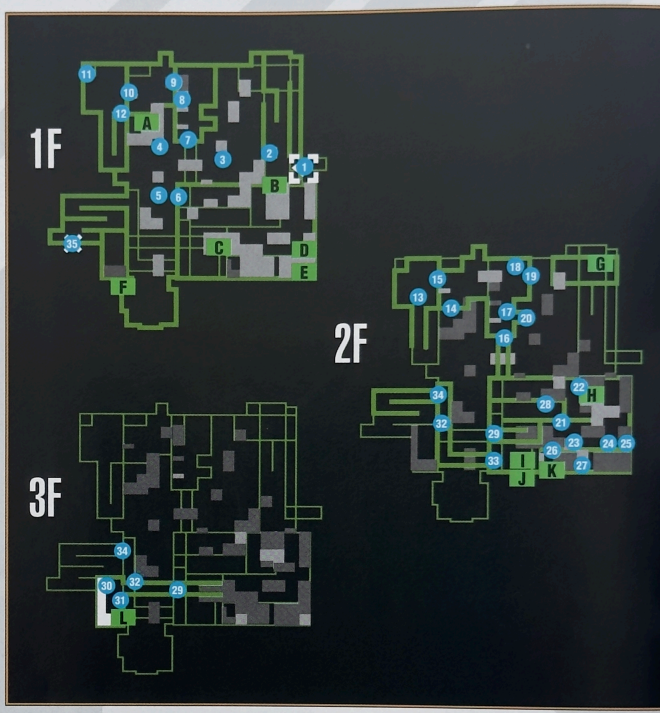
Silo Complex is very difficult, but using FOX soldiers makes it much more manageable. In fact, bring a few in case one is killed. Equip them with Body Armor, Large Medical Kits, the MK22, and the quiet XM177E2 assault rifle. All of the enemy guards are FOX rebels; this setup allows you to walk among them.



SILO COMPLEX

OBJECTIVES:

- Find a way into the launch silo.
- Door Code 1: **14575**
- Door Code 2: **14742**
- Door Code 3: **851**

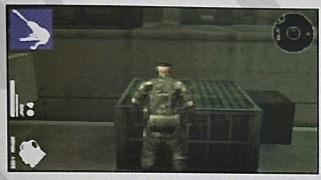


MAP KEY

ITEM	TYPE	LEVEL	LOCATION
[A]	Chaff Grenade x 5	1F	Behind some crates. You must jump through the 2F window to fall down behind the crates.
[B]	GA-KO x 5	1F	Under the low ledge crawlspace.
[C]	Key E (#1)	1F	On the tall stack of crates in the warehouse.
[D]	Medical Kit(L) x 3	1F	On the crate in the back of the warehouse. You must dive to the crate tops to reach it.
[E]	Medical Kit(L) x 3	1F	On the crate in the back of the warehouse. You must dive to the crate tops to reach it.
[F]	AMMO(5.56MM) x 300	1F	In the small crawlspace.
[G]	GA-KO x 5	2F	On top of the guard tower.
[H]	Chaff Grenade x 5	2F	At the top of the crate stack in the three-camera room. It's in a small crawlspace between crates.
[I]	Medical Kit(S) x 3	2F	In the room that is accessible via the 2F catwalk just before you exit the level.
[J]	Medical Kit(S) x 3	2F	In the room that is accessible via the 2F catwalk just before you exit the level.
[K]	AMMO(9MM T) x 100	2F	In the radio frequency window room accessed via the crawlspace under the desk.
[L]	Key E (#2)	3F	In the small security room.

GETTING KEY E (#1)

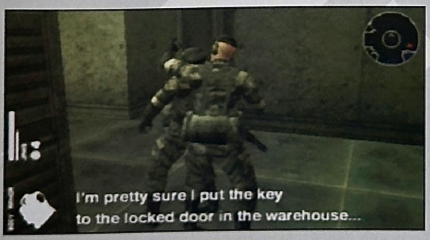
In this mission, use a FOX soldier with Body Armor, a Large Medical Kit, and an MK22 to stun guards. An XM177E2 is a silent assault rifle, which is great for taking out security cameras. From the start **(1)**, ascend the ramp and stand or kneel behind (east side) the short crate **(2)**. Shoot the armed security camera on the column **(3)** with a silenced XM177E2 round (use aim mode; hold the L button). If you don't have a silenced weapon, shoot it with anything except a tranquilizer, and then hide under the nearby ledge with the GA-KA **(B)** until the alert completely runs its course. You can also use a Chaff Grenade to take it out temporarily.



First Two Guards

There are two FOX guards **(4 and 5)** in the area to the west. They guard doors **(6 and 7)**. With your FOX guard, you can walk past these guys, but we prefer to take them out to make sure there are no problems later. Watch their patrol patterns and get behind one when the other can't see—a crate between them keeps things private for a short period of time.

Strangle or tranquilize them and, if you have to, move the first one if he lands in sight of the other. Interrogating these guards beforehand results in clues to door keys. We like to shoot them dead once they're unconscious to keep them out of the picture permanently. Do this with a silenced shot to the head.



The Warehouse

The door **(7)** into the complex is locked and requires a key card, which is located through the warehouse door **(6)**. If you have a full inventory, drop your Medical Kit where you can easily find it later. Enter the warehouse (the door the FOX rebel with the shield was guarding). Long-jump over the gap on the entry ledge to your right as you enter. Face the center stack of crates and long jump over the gap. Pick up KEY E **(C)** from the lowest stack in the group of crates.

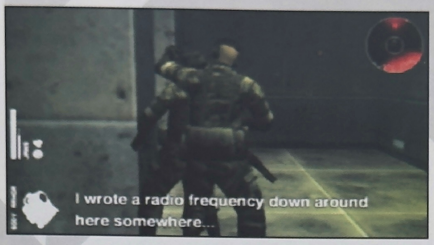
There are a few Med Kits **(D and E)** on crates in the back of the room. To reach them, you must jump from the entry ledge to the crates on the room's north side, and then continue to the back. Whenever you fall to the floor, use the lone ladder below the entry ledge to get back up. You can consider this warehouse a "safe house." If anything goes badly, you can run inside and no guards will ever enter.

When you step in front of the complex door **(7)** with KEY E in your inventory, the door unlocks and the key disappears from your inventory. Fill the empty inventory slot with the GA-KO **(B or G)** item; you can find it under the crawlspace near the entry point or at the guard tower at the top of the entry ramp.

GETTING KEY E (#2)

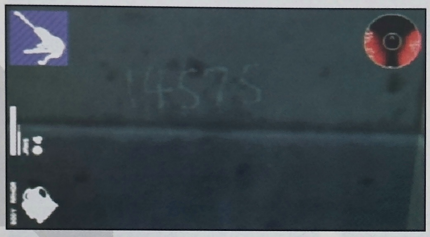
Radio Frequency Door 1

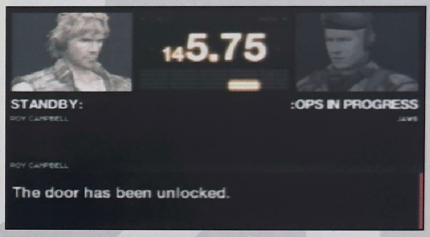
A FOX guard **(8)** stands between columns just before the next door. There's another one on the left, just inside the complex **(7)** and to the left. The guard has his back to a wall and faces out to the room. Even with a FOX character, walking by him and entering the next "restricted area" room **(9)** raises suspicion. You must take him out.



Stand next to the column by his nook, just out of sight. Release a GA-KO so it walks past the guard and heads to the north end of the room. As he takes the bait, strangle him from behind. You can also knock on the exterior wall near the entry to lure him out of the complex, and then ambush him from behind. Interrogating the guard yields a clue to the location of the code for the next door **(10)**.

The code for the next door **(10)** is written on the wall in the nook where the guard stood—it's **14575**, which corresponds to a radio frequency. Press SELECT and enter this code into the radio. Press UP to call, and the door **(10)** unlocks.



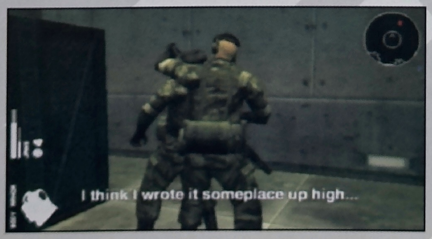


Radio Frequency Door 2

There are a few lockers inside the restricted room **(11)**. If anything goes wrong upstairs, you can run downstairs and hide in one of these lockers until things calm down. The guards in this level sometimes shoot into the lockers, but they don't open their doors.

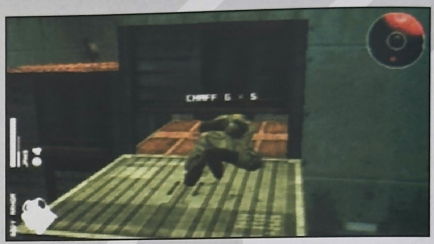
Proceed through the south door **(12)** and ascend the ramps. There's another door **(15)** on the second floor landing **(13)**; it's unlocked. There are two guards inside **(17 and 18).** There's a window just inside to the right, behind a cabinet. If you break through this window, you can reach a hidden item **(A)** on the first level. The window on the east wall **(19)** allows you to see these guards from the 1F guard tower **(G)**. This provides other strategy options, such as shooting a rocket into the room.

The best way to deal with these two guards is to avoid them altogether. There's no easy way to take them out without raising suspicion. With your FOX soldier, move into the room and wait for the guard **(17)** near the locked door to step out of the way so you can approach the door **(16).** If you happen to interrogate the soldier, he confesses that he wrote the door number somewhere high. Look up into the nook **(20)** near his patrol route, and you'll see the next door code: **14742**. Input this radio frequency to unlock the door **(16)**.



Radio Frequency Door 3

Head out onto the exterior catwalk that connects buildings through the now unlocked door **(16)**. Enter the next building. The first room you reach is filled with crate stacks and security cameras **(23, 24, and 25)**. There's another guard **(21)** with his back to the wall just around the corner from the security cameras. He doesn't like anyone in this area, not even other FOX soldiers; you have to take him out.



First, climb the crate stack **(22)** and crawl into the small space at the top where the Chaff Grenades **(H)** are located. Use the silent XM177E2 in aim mode to shoot through the crate gap at the three security cameras along the south wall. If you don't have a silent weapon, use the Chaff Grenades after you dispatch the nearby guard. To get rid of the guard **(21)**, knock on the wall near the lowest crate step, hide behind a crate near the entrance, and then sneak up behind the guard when he comes to investigate. When you interrogate the soldier, he says he wrote the number on a window.

You can either look at the number on the window **(26)** in the next room and translate it backwards, or you enter the room where the number was written to see it as it was written. To get to that room, you must pass through the door under the set of two security cameras **(24 and 25)** and crawl under the table **(27)**, through the crawlspace. You can find 9mm ammo **(K)** in this security room. The number on the window is **851**. Enter this frequency to open the next locked door **(28)**.

The Home Stretch

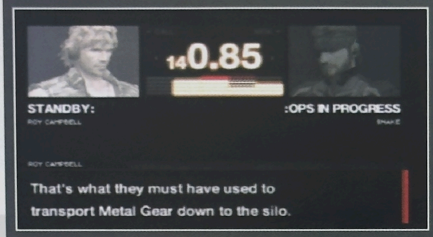
Ascend the stairs to the third-level doorway **(29)**. Cross the exterior catwalk. Notice the catwalks below you. You must hop down from this catwalk to the lower one on your way back. Enter the next doorway, but do not proceed any deeper into the room **(30)**. Inside this small, cramped control room, look up at the ceiling around the short wall to your left.

You see a security camera **(31)**. Shoot it with a silenced weapon or throw a Chaff Grenade and pick up Key E from the floor. Take one step out of the room onto the catwalk and stop **(32)**. Hang-jump over the rail to land on the catwalk below.

There's a door on either side of the catwalk. One leads to a room **(33)** with a few Medical Kits, and the other **(34)** unlocks with the last key you found. It leads down to level one, to the target zone doorway **(35)**, which, in turn, leads to the launch silo (the end of this mission).

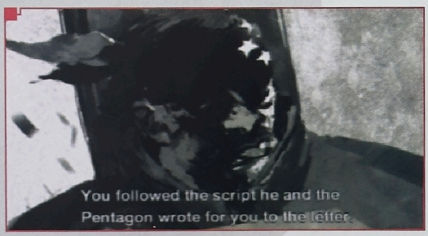
PRE-MISSION MANAGEMENT

You located the elevator to the launch silo at the end of the Silo Complex mission. It's time to roll. You can take one character to the boss fight; make it your strongest. Choose Snake and set him up with Body Armor, a Large Medical Kit, and the M63 with extra 5.56x45mm ammo. You have access to the M16A1 during the boss fight, but the M63 could prove to do the job better. There's regenerating ammo that works with this weapon, but it's nice to have plenty on hand. Select "Silo Complex" from the mission selection screen.



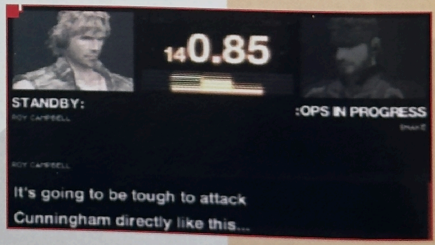
BOSS FIGHT: GENERAL CUNNINGHAM

You take the freight elevator that moved Metal Gear down to the silo only to find Cunningham floating in an armed hovercraft-type vehicle—his horse. In short, Cunningham confesses he doesn't answer to Gene or the CIA. He works for the U.S. Department of Defense. His craft is armed with a Davy Crocket, and he plans to blow up the base, thus destroying the evidence of who is really behind Metal Gear.



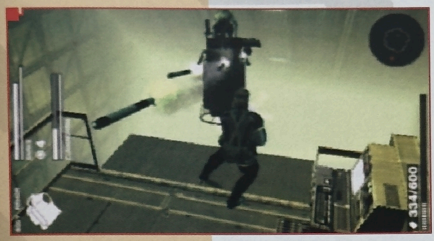
ROY CAMPBELL'S ADVICE

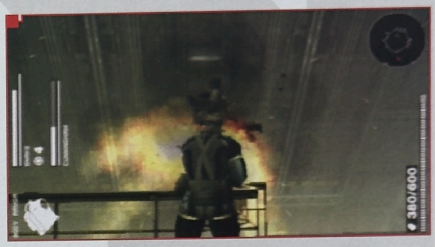
"It's going to be tough to attack Cunningham directly like this if you want to kill the general. Aim for his horse. Shoot the platform and damage it so it can't float as high. Once the platform comes down, it'll be easier to get Cunningham in your sights."



DEFEATING GENERAL CUNNINGHAM

As soon as you have control of Snake, equip the Body Armor and the M63. The battle takes place on the freight elevator, so there's not a lot of room to move—but *move* is what you must do. Keep shifting from side to side on the elevator platform to avoid Cunningham's minigun attacks. Dodge Cunningham's missile attacks the same way, but you can also pick the missiles out of the air by spraying them with your 45mm rounds. If you hit his missiles just as they leave his horse, then the explosion actually damages Cunningham.

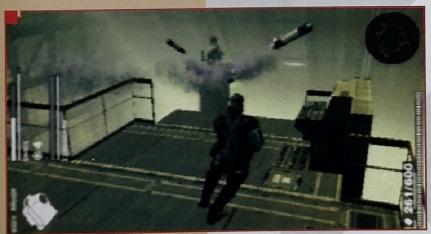


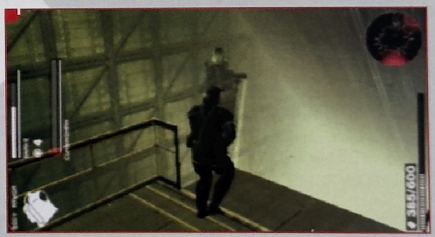


An M16A1 and a regenerating box of 5.56x45mm ammo appear on the platform. Run through the ammo power-up every chance you get to keep from running out.

All but the front-right portion of the elevator is lined with guardrails. If you step off that edge of the elevator, you will fall to your death and have to restart the battle. It helps to step close to the edge when Cunningham loses altitude, but doing so is not mandatory—you can shoot over the low guardrails even when Cunningham floats low.

All you have to do is use auto targeting (hold L) and keep firing. Snake first aims at Cunningham's horse until it's damaged, forcing the general to lose altitude, which exposes his unshielded body. Once the general hovers low, step closer to the rail or the naked edge of the elevator and continue firing with auto targeting. Snake shifts his aim to the general's body, and bullets start to shred Cunningham's health gauge.

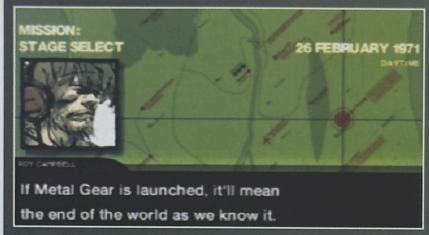


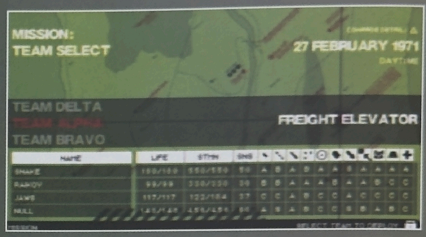


Cunningham regains altitude in short order, so you must repeat the process until the boss is dead. Keep shooting with auto targeting, and keep moving from side to side to avoid his attacks. Avoid using your Large Medical Kit until your health is very low, thus exploiting is maximum healing potential.

PRE-MISSION MANAGEMENT

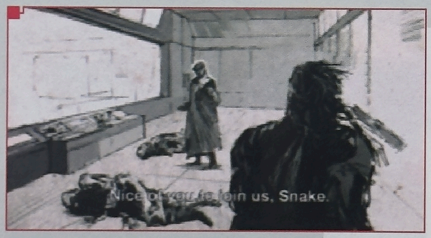
You beat Cunningham. Now you know who your final target is: Gene. Your pre-boss-fight prep should be similar to the last battle. You get one character choice. Choose Snake and set him up with Body Armor, a Large Medical Kit, Large Rations (Gene attacks your stamina), and the M63. Select "Freight Elevator" from the mission selection screen to begin the final boss fight.

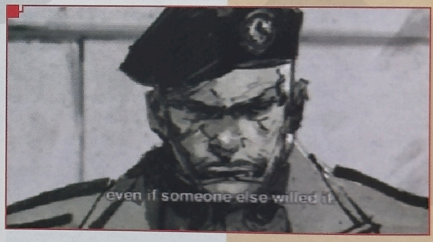




BOSS FIGHT: GENE

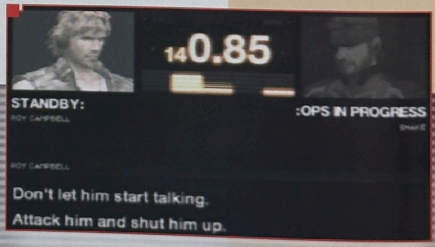
You run into Gene in the silo. Russian engineers lie dead at his feet. Gene's real plan is not to launch the nuke into the Soviet Union after all. He plans to launch it at the CIA and the Pentagon in Virginia! Russia will be blamed for the destruction of America, and Gene will build a nation of mercenaries to become the new world power called "Army's Heaven."





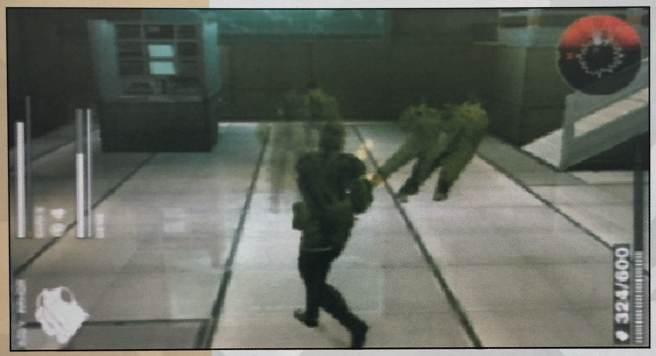
ROY CAMPBELL'S ADVICE

"He'll get you for sure if you listen to him. Don't let him start talking. Attack him and shut him up. Don't give Gene a chance to talk."



THE BATTLE ARENA

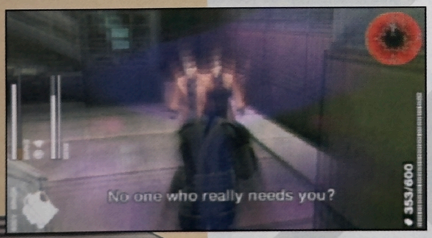
The control room where the boss battle takes place is made up of a lower floor and two upper-level walkways with ramp access on each side of the room. There's an M16A1 rifle and Grenade power-ups on these upper walkways. There's an accessible vent shaft that leads to the lower floor near each of these power-ups. The crawlspaces are good for escaping the battle, but they offer no tactical advantage—Gene hides from view when you peek out from either end of the crawlspace.



KNOWING GENE

Gene's defense is his lightning speed. He strafes from side to side so quickly that he becomes a blur. This makes him nearly impossible to hit with anything that has a low firing rate.

Gene's offense consists of throwing multiple knives in quick succession and poisoning your brain with his telepathy. Avoid the knives by running continuously in one direction. Gene's words are harder to avoid. He gets inside your head and first attacks your stamina. This is bad; lowered stamina affects your firing accuracy, and you pass out if your stamina gets fully exhausted. Good thing you brought Rations to the battle!



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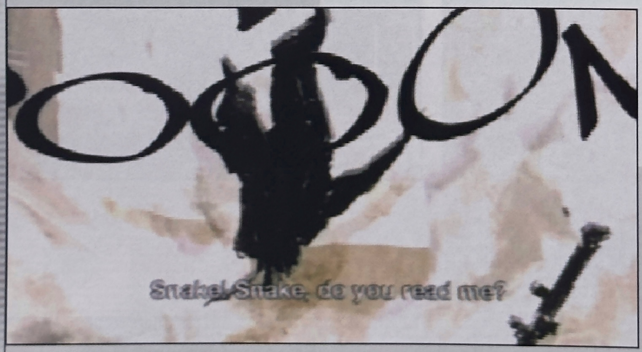
DEFEATING GENE

Select your Body Armor and your M63 at the beginning of the battle. Using the auto-aiming feature (hold L), keep a constant stream of M63 bullets trained on Gene. It's difficult to inflict damage when you attack him on the same plane, but keeping him busy dodging bullets prevents him from getting inside your head with his damaging words.

The key to getting through his defense and doling out some damage is to win the higher ground. As you fire at Gene to keep him busy, edge your way up one of the ramps to the higher walkway. Get to the top of the ramp and continue firing. The closer he gets to the bottom of the ramp the better the angle for you to deal damage.

Be careful how close you stand to the solid railings along the upper walkways; they can deflect or completely block your bullets. If Gene makes it up to your level, either crawl through the vent to reach the lower level or jump off the power-up platforms to lure Gene back to the floor level. Once you're there, regain the higher ground and continue your attack. Repeat this strategy until you've drained Gene's entire life gauge. We won't spoil the ending for you!



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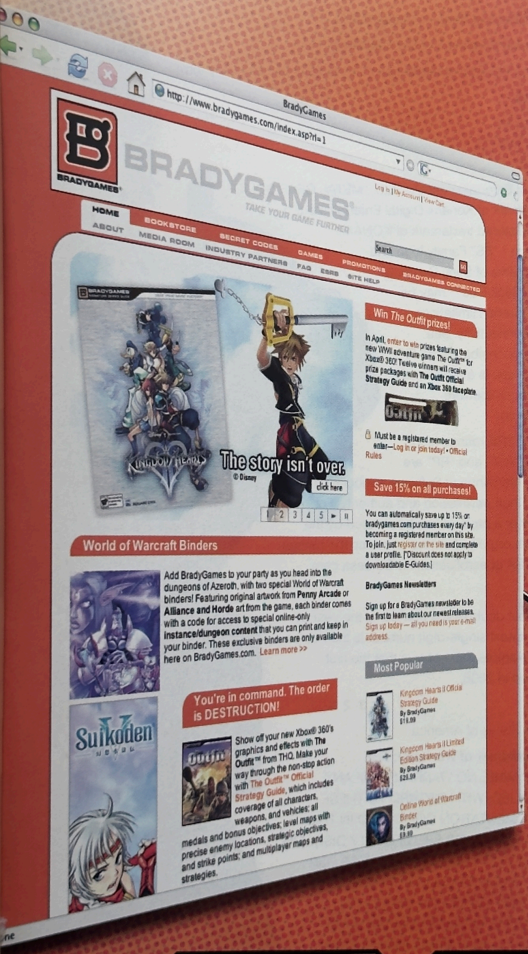

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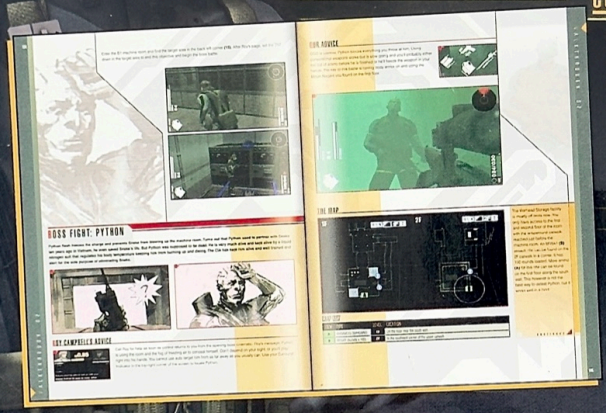

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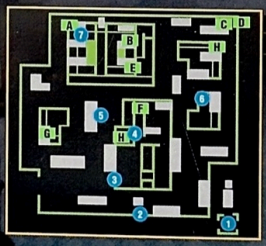

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